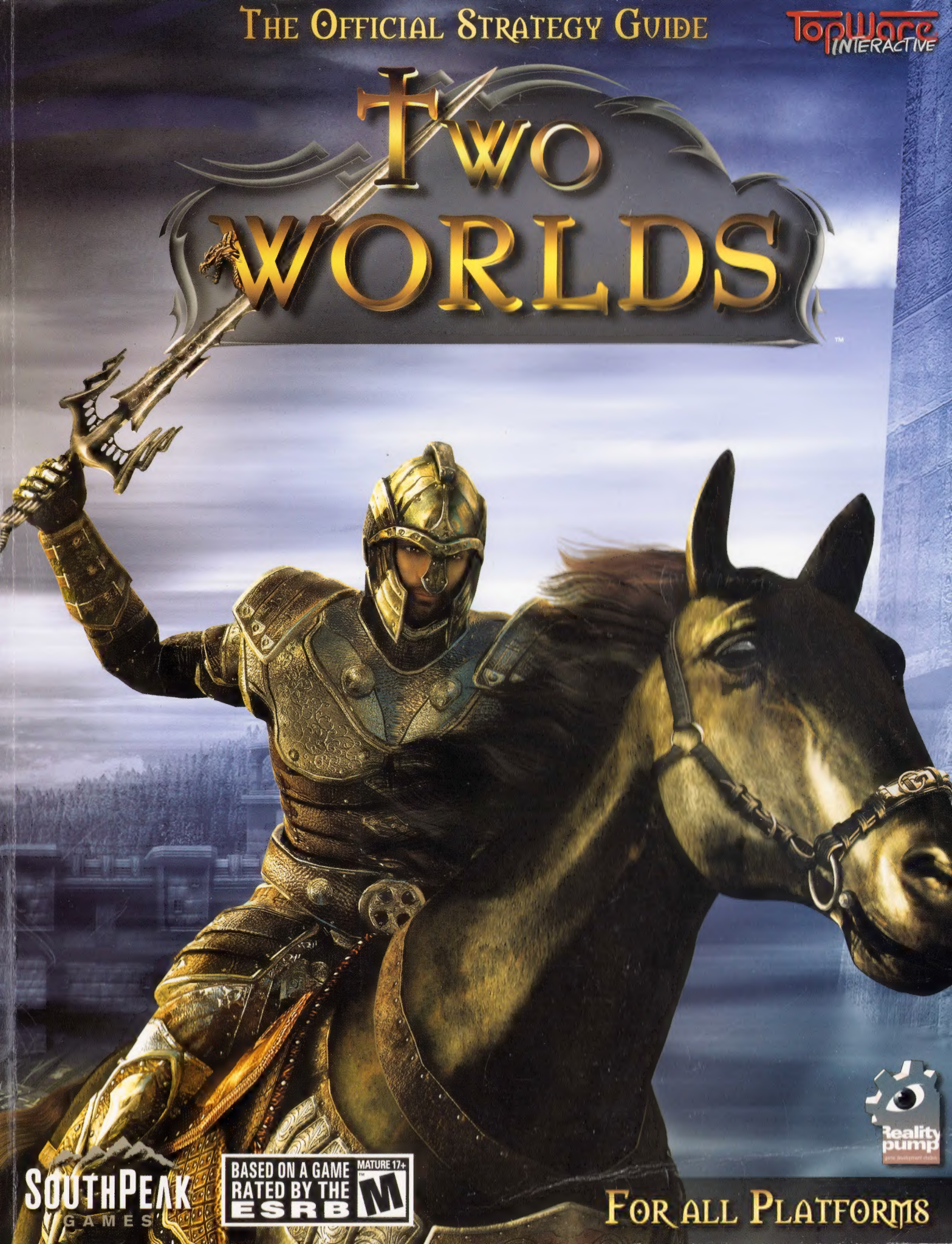
THE OFFICIAL STRATEGY GUIDE

TopWare INTERACTIVE

TWO WORLDS



SOUTHPEAK GAMES

BASED ON A GAME RATED BY THE ESRB MATURE 17+ M

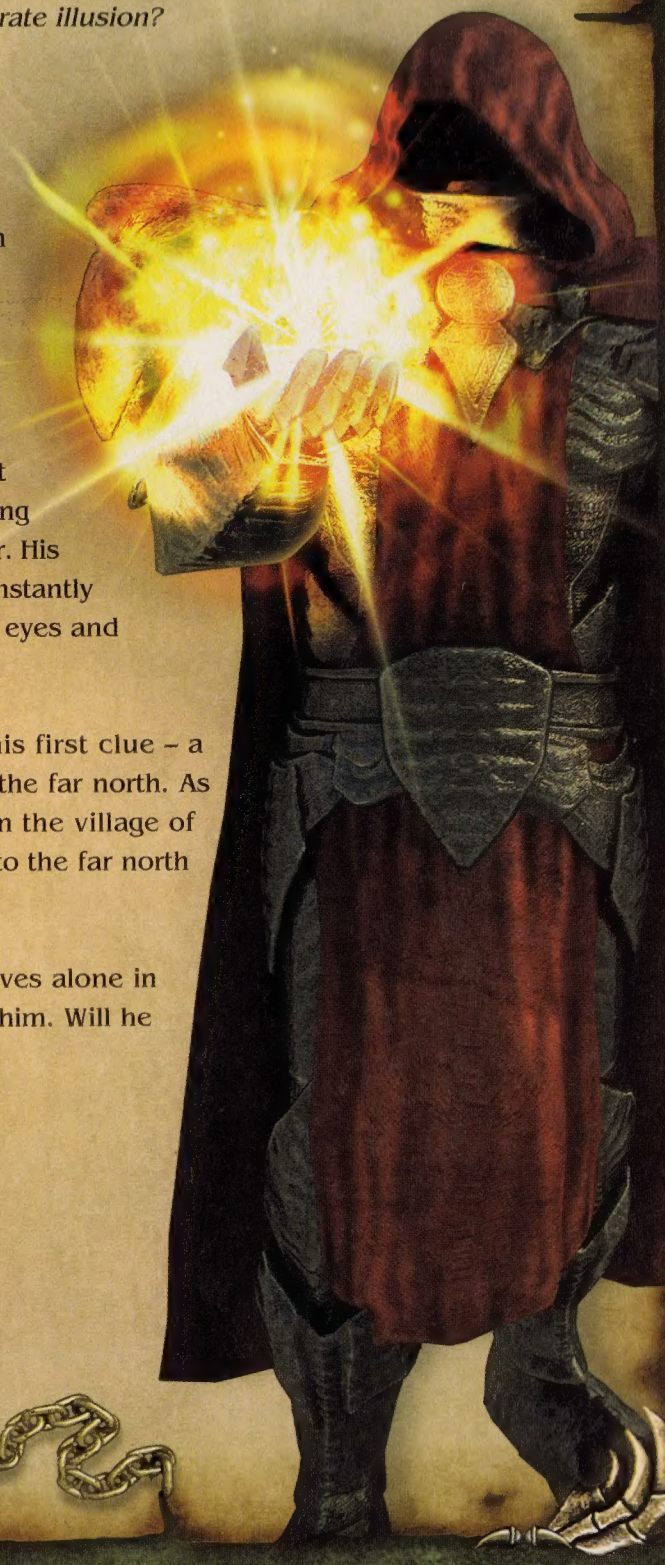
Reality pump

FOR ALL PLATFORMS

Prolog

The waters of the Gon still flow serene,
in spite of the horrors that Antaloor has seen.
Civilizations are born and die - watched o'er by the
gods...perchance... a lie?

Comforting thought...or deliberate illusion?



The banishment of Aziraal, the feared god of the Orcs, put an end to the victorious advance of his hordes through Antaloor. Now, 300 years later, a brother and sister are drawn into the conflict which has again flared up between the Orcs and the free world.

Kỹra, the hero's twin sister, disappears in circumstances that can only be described as mysterious. The hero, a young bounty hunter, travels throughout Antaloor searching for her. His quests take him to the far-off reaches of the continent. Constantly on the alert for a sign as to her whereabouts, he keeps his eyes and ears open while on his missions.

After many weary months of searching, he finally gets his first clue – a mysterious letter leads him to the mountainous region of the far north. As luck would have it, he has also heard of a possible job in the village of Komorin in Thalmont – and that's on his route... the road to the far north beckons...

Thus begins the story of Two Worlds – one mercenary arrives alone in Thalmont, a wild mountainous region totally unfamiliar to him. Will he succeed in finding his sister?

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Project Management / Lectorat:
Jörg Schindler
Patricia Bellantuono
KevRon Translations
Ron Shankland
Helga Engel
Reality Pump Studios

Layout and design: :
AC Enterprises, Karlsruhe, Germany

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Introduction

The principle of player freedom in an open game environment is reflected in all aspects and areas of Two Worlds. One example of this is the dynamic reward system in the solving of quests. Your player level affects the amount of gold or experience points which you receive as a reward for solved quests - and that's a good thing - because YOU choose where you start your adventure - and no one can possibly know when some appealing scenery will tempt you to stop by - and where you'll be next in the far lands of Antaloor. This is why there's no fixed order in which you MUST take on the quests - and why a TRULY adaptable reward system for the development of your character exists.

However, some methods WILL help you to achieve your objective faster than if you just drift along, footloose and fancy-free. That's why a central chapter takes you through the most important steps that lead to the solution of the main quest. The many side quests are arranged according to the region in which they take place. Since the quests aren't just linked to one another by region, but also take in the entire land, it's better to use the accompanying alphabetical Quest Index when you find cross-references to other quests.

The sheer freedom you have in this game is also amply demonstrated in the fact that you can work simultaneously for several competing organizations which are permanently at loggerheads with one another. Sometimes you'll HAVE to take sides though - and even then you can still protect your own interests and plans at the same time!

And since "dynamic" is the key word in Two Worlds, let's take a look at the statistical values of the weapons and armor... On the one hand, the impact that weapons make depends on your personal parameter values - and on the other hand, similar weapon types can be merged, thereby increasing the values. You'll not find any list of fixed and defined weapons in this Strategy Guide - what you will find out, though, is what weapon is best against specific adversaries.

As an alchemist, you can combine every possible item in the game world of Antaloor, concocting a new formula every time - and in this context, you should find the chapters on Flora, Fauna and Minerals really interesting. In alchemy, the rule of thumb is that the effectiveness of your alchemy products will increase in proportion to the number of skill points you put into alchemy – the results will of course depend on your level.

The magic system is based on spell cards - and you can combine these cards to make a multitude of your own innovative spells... and just watch the effectiveness of your spell increase when you modify it – with a "booster"!

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Tainted Blood

Your adventure starts in Antaloor's far north, in the mountainous region of Thalmont. A mysterious letter, which was the first clue of your twin sister Kŷra's whereabouts for many months, has led you to the small village of Komorin.

She's been possibly kidnapped by a dark Brotherhood - and it's in Komorin that you hope to find out the truth - but before that happens, you have to do the villagers a favor, since they've hired you as their mercenary. The village elder tells you about the Temple of Throglin, which has been vandalized by Groms. A guide from the village, Tago, leads you to the Temple, the location of your first quest.

Inside the Temple, you'll find two Groms from the plundering troop - they've made themselves comfortable at a fire in an alcove in the far left corner of the main hall.
Before you can get the Temple's exit door open, you'll have to deal with the Groms first - and as soon as you get near them, they'll draw their weapons and charge you - but these weaklings should hardly be a problem. Don't forget, however, to rummage through the chest behind their fire - after you've killed them, of course – and on your way out of the Temple, you'll come across another wooden chest lying against the opposite wall.

Exiting the Temple, just follow the steps upwards and you'll meet Tago again. He tells you that a mysterious stranger is waiting for you near Komorin - and that he, Tago, will give you your money for completing this quest successfully. Take the mountain path to the south and you'll reach Komorin. If you walk through the village and leave it by way of the south gate, you'll see a figure in a monk's habit standing in front of a house. When you approach him, he'll speak to you. This is Gandohar, who will turn out to be an important contact person for you during the course of the story. He admits that he's a member of the group that kidnapped your sister Kŷra.

Unfortunately, he says no more on that subject, instead sending you to the Goat's Cave, where his leader, Reist, awaits you. On the way to the Cave, you'll come across the hostile world of Antaloor for the first time. You can fight wild animals and use the action in a few Groms' camps to gain combat experience – but you can also avoid these adversaries if you wish!

Tainted Blood

When you've descended into the Goat's Cave, you'll find Reist Tungard waiting for you. He'll tell you more about Kŷra 's mysterious disappearance. The leader of a secretive warrior sect, he offers you a deal that would enable you to get Kŷra back... but since you don't bow down to Reist's conditions, the meeting is to no avail - yet you do agree to meet him later. Once Reist teleports out of the Cave, you should get out to go and meet Gandohar again, but before you do, don't forget to check out the chest at the wall to the right of Reist - if you have a lockpick in your inventory, that is...

When you leave the Goat's Cave, Gandohar will be waiting for you at a campfire. During this meeting, he makes it clear to you that he likes Kŷra and is prepared to help you. As proof of his goodwill, he tells you it would be possible to contact your sister. Since the two of you are twins, there is a strong bond between each of you - and this would enable you to meet with her in "nodes" in a metaphysical sphere. Gandohar shows you one of these nodes near the Cave.

Follow the sign in the minimap and go to the center of the obelisk circle, which you'll find at the given position. When you reach the center of the circle of stones, your perception will change and Kŷra will appear.

During the short conversation that follows, you find out that an important event occurred in your family in the past - and this event is the reason for the pursuit. Kŷra confirms what Gandohar said and encourages you to continue working with him, but her image is growing weaker by the minute and soon disappears. Leave the circle of stones and walk back to Gandohar who will still be in his camp at the Goat's Cave.

During your talk with him, it quickly becomes clear what Reist's ultimate objectives are - he wants to awaken the war god Aziraal and restore him to power - with the help of your sister and an ancient Relic that's been looked after by your family for ages. Since your descendants were present at the banishment ritual hundreds of years ago, Reist needs Kŷra's power to perform Aziraal's awakening ceremony successfully.

Reist Tungard

You also should look for the lost Relic for Reist's warrior sect, he says. Gandohar more or less tells you not to expect Reist to honor his word to let you both live - but he also tells you to carry on with your own plans concerning Reist.
If you go to the Goat's Cave and take up negotiations with Reist again, you eventually will agree to look for the Relic in return for getting Kŷra back. Reist has to agree with your stipulation that the handover should take place in Qudinar. The only snag here: The Relic consists... of five parts - and they're spread out all over the land of Antaloor!

Now your real adventures begin! When you leave the Cave, Gandohar will once more prove to be a dependable informant. He tells you that the Relic is an **ancient Scepter**, which can only develop its full power if it has four separate Element Stones inserted into it. He also informs you that the rebel leader **Ultar Karga** has the ➤**Scepter**. Gandohar thinks that the previous King, **Satrius** (➤***The Earth Element Stone***), had one of these stones and that it was buried with him. However, the trail goes cold in Windbreak.

Ho

You have to visit Ho to get more information about the remaining three Element Stones. Ho is an ancient, blind mage - his best days are long gone, but he has a Mage's Tower to the south of the town of Tharbakin. This man is a mine of useless information - but with patience you can filter out the info about the locations of the other three parts you need.

You'll find one of these in the Temple of the Serpents in **Ashos** (➤***The Water Element Stone***), one on an altar in **Gor Gammar** (➤***The Fire Element Stone***), the Orcs' capital city in Antaloor's far south, and the last piece of the puzzle in the nest of the White Dragon in the **burnt out forest** to the south of the Drak'ar desert (➤***The Air Element Stone***).

Of course it's up to you to decide the order in which to search for the Relic parts - but after your talk with Gandohar, it makes sense to look for the Scepter first - you're in the north anyway, where the fierce conflict for supreme rule in the region is raging between the House of Skelden and Ultar Karga's rebels.

Then you should visit Ho en route to the south - and get the map locations for the rest of the parts. Then go to Windbreak where you'll learn about the grave of King Satrius. Now you should get to Ashos. The King's barrow (funeral mound) lies on the road between Windbreak and the coastal city, but very strong opponents are ready and waiting in there! So it won't hurt to collect some experience points in Ashos Temple - then you'll be more prepared for what awaits you in King Satrius' last resting place - even it does mean going the long way round...

Long distances won't faze you in Antaloor when you use teleport stations - one of these very useful devices is situated right at the King's barrow.

Tip Don't miss the chance to solve the "**Teleporter**" quests in Komorin - you'll gain a great way of travelling!

When you've got the Scepter with the first two Element Stones, you can go to Gor Gammar and the burned out wood, before continuing on (with the complete Relic) to Qudinar where Gandohar is already waiting for you... but let's take things as they come, one at a time. First of all, you have to find the Scepter frame of the Relic and complete it...

The Scepter

The Scepter is the most important part of the Relic - the individual Element Stones are inserted into it. That's why you must search for this object first. It's in Thalmont, in Ultar Karga's treasure chamber - which of course is locked. There are two ways of getting to the Scepter - you can either do Ultar some favors and receive it as a reward, or you could turn to Ultar's arch enemy Ebrat Skelden, who will raze the rebel's camp to the ground and do your dirty work for you...

The Karga-Camp

If you decide to visit Ultar, you'll have to enhance your reputation with the rebels first - and that means solving various quests. If you don't do it this way, you'll be turned away at the rebels' gate in a more or less friendly manner... but friendly or not, without a good reputation, you'll gain nothing.

There are various ways of enhancing your reputation with the rebels - you'll find all the information on getting reputation points in the "**Guild Quests**"overview. The easiest way is to help the rebel Eras Brakalet to slip into Tharbakin. Take a look at the **Tharbakin Quests** to find out exactly how to do this.

1. Ultar Karga
2. Cahal Karga
3. Marcos (Wache)
4. Ethan
5. Barra Gall
6. Antrai

When you've enhanced your reputation with them, the gates to the Karga camp will open for you. Now you can kill all the inhabitants (including Ultar Karga) and take the Scepter, which is located in the upper sector of the rebel camp - but at the start of the game, your capabilities won't be developed enough to take this on - that's why you should try to win Ultar's trust - and Ultar's hotheaded son Cahal is the key to doing this. He's the one who can tell the guards to let you through to Ultar - so you'll have to work for the rebels again.

Three quests are waiting for you in the lower sector of the camp. If you complete one of these (in the **vicinity of the Karga camp**), Cahal will give the command to let you see his father. The easiest way to do this is to visit Antrai - he's in the lower camp. You'll need two potions - maybe you have them with you?

When you've gained more reputation points with the rebels, Ultar Karga will receive you in the upper part of the camp. You'll find him in the second house on the left - it's guarded – but they'll let you in if you've done Cahal a favor beforehand...

Talking to Ultar, you find out that he thinks Ebrat Skelden is a slippery one with as many faces as a town clock. Although he has nevertheless been deprived of his power by royal decree, Ultar remains loyal to the King and fears that a plot against the Cathalonian Kingdom is being hatched by the Skeldens. However, he has no proof of this - and he needs proof to turn Ebrat in to the authorities. Get it? If you obtain that proof for Ultar, you can take what you like from his treasure room... and that means the Scepter, the main element of the Relic!

When you leave Ultar, you should talk to his son Cahal again. He's not very satisfied at the diplomatical approach used by his father - he prefers the more direct - and bloody - route. He suggests that you kill Ebrat Skelden and solve his problems for him. In Cahal's opinion, this deed would restore the clan's blighted honor - his father, meanwhile, is attempting to net all of the plotters - not just the Skeldens, but also the traitors within the ranks of the King's advisors.

If you decide to do what Cahal wants, you'll have to somehow get to Ebrat Skelden and kill him. The "Skelden Camp" chapter which you'll find later on in this book has all the info on where to find him. When Ebrat Skelden is dead, return to the Karga camp.

Cahal Karga

Ultar Karga

Ultar isn't exactly ecstatic about what you've done - but he authorizes the promised reward. So go to the treasure room and get that Scepter!

Let's return to Ultar's strategy for a minute, and look for proof that Ebrat Skelden is a traitor. Start by going to Ebrat's camp to the southeast of Tharbakin. There's an item there that will definitely expose Ebrat's traitorous ways. Ultar is convinced that the Skeldens have secretly set up a coin forge to finance their plans. In the Skelden camp, you'll be addressed by several people that have tasks for you - these tasks, however, are not necessary for this approach to a solution.

You'll find the proof Ultar Karga's looking for in Sano Moon's house. He is Ebrat Skelden's right hand man - and he has a printing plate for forging coins. Sano lives in the Skelden camp right in front of the entrance to Ebrat's headquarters on the right. Open the door (when no one's looking!) with a lockpick. Sano likes to sit in front of his hut, however - and that will make it all the harder to get in there... but once you're inside, you'll find the printing plate on the floor between two beds, at the rear of the hut.

If a guard happens to see you getting in, you can try to bribe him when he follows you into the room. If that doesn't help, you could use force or even try to escape.

When you've given the printing plate to Ultar Karga, he'll be delighted- and will allow you to take the object of your choice from his treasure room. The chamber has been hacked out of a cliff wall - its entrance is immediately on the right when you come in the gate to the Upper Karga camp. When you approach the iron trellis, you'll see the brightly lit Scepter! Take it!

THE SKELDEN-CAMP

If you decide to work for Ebrat Skelden instead of the Karga Clan, you'll first travel to the excavations to the southeast of Tharbakin.

1. Harban
2. Ebrat Skelden
3. Maxia Calvo
4. Sano Moon
5. Set Kistor
6. Brokk
7. Kirgen

The House of Skelden has built a small settlement there and Ebrat himself lives in a specially fortified house nearby. Your objective is to somehow get through his guards, talk with him and do him a favor. If you succeed, Ebrat will kill all the rebels in Ultar Karga's rebel camp - and you can walk right in and take the Scepter - but not just yet!

To even be allowed to speak to Ebrat, you'll have to work on enhancing your reputation with Skelden House first! Or, to be more exact, you have to reach the fourth rung of the reputation ladder. Talking with Sano is the start – just doing that will get you to the first rung of the ladder... now you need three more reputation points.

The easiest way to do that is by visiting Sano Moon, Ebrat Skelden's right-hand man. He usually sits in front of his house, which you'll see on the right shortly before you reach Ebrat's fortified house. While talking to him, you'll find out that a smuggler called Estar Gren is supposed to deliver a package to Sano. This package seems to be very important too... because Sano asks you to get it from Estar in Gorelin - and to teach that unreliable man a stern lesson in manners.

So, time to go to Gorelin - it's west of Tharbakin - and start looking for the hapless Estar. He usually stands near the inn. During the conversation, you'll find out that he was attacked by Ultar Karga's rebels. Sano's package is now in a cave used by Ultar's band as a hiding place. Just follow the road from Gorelin to the north and you'll eventually come across the cave - but there's a guard in front of it and you'll have to deal with him first. When you've "disposed" of him, go into the cave - you'll find what you're looking for behind a handcart on the right. The package contains a healing potion, which Sano really needs, so get it to him as fast as you can.

OK, that's another reputation point - now you only need to carry out two more tasks for Skelden House - and the first of these can be combined with the task for Sano. How? OK, before you leave for Gorelin and Sano, speak with Brokk the soldier - and you'll get another task that will take you to the small village west of Tharbakin - so it's more or less on your route. You'll find Brokk if you walk down to the excavations. He'll tell you that he suspects there's a traitor in their ranks, because several important excavation reports have gone missing - and you'll find those all-important documents in Gorelin. A man called Zed Masara has them - and he'll be standing on the left when you go through the gate to Gorelin. He will mistake you for Etan, a Clan Karga envoy and give you the papers with no questions asked. Get the papers to Brokk - and that's another reputation point for you with the House of Skelden.

Ebrat Skelden

When you reach the village at the excavations you should talk to Set Kistor. He'll be at guard tower on the left (if you've come through the village's western gate). Set tells you about the bandit chief called Finch, a man who used to work for the House. He's been condemned as a traitor - and you're to be his executioner. So you're off on the road again - and this time your destination is Silver Plate Cave to the southwest of the excavations. Just go back in the direction of Tharbakin and turn to the south before you reach the town. There's a guard in front of the cave - but Set Kistor gave you the current password. So getting into the cave is no problem - now you have to kill Finch. When you leave the cave, the guard also has to be silenced - otherwise the quest can't be completed.

1. Excavations | Set Kistor
2. Excavations | Ebrat Skelden
3. Entrance to Tharbakin city
4. Pale Stone Cave
5. Silver Plate Cave
6. Gorelin
7. Rovant
8. Covengor (outwith the visible map sector)

Back in the Skelden camp, Set will give you the reputation point - now you will be allowed a personal interview with Ebrat Skelden. The guard in front of his house will let you pass. Ebrat is in the second house on the right. Now he'll entrust you with an important job, thanks to your good work for his House. He wants to ambush Ultar Karga's rebel camp - but the gate guard must be dealt with first, quietly... so make your way to the Karga camp in the north western sector of Thalmont and kill the rebel camp guard.

Then on the way back to Ebrat, go to Covengor and put the fear of death into Eryn Calva - he'll then be convinced that he has to kill the traitor Zan the next time Zan hands over information to the Clan Karga.

Report back to Skelden. Now nothing stands in the way of the ambush - Skelden will deal with Ultar Karga - and you can also return to the now deserted rebel camp located to the northwest of Tharbakin. The treasure chamber has been hacked out of a cliff wall - its entrance is immediately on the right when you come in the gate to the Upper Karga camp. When you approach the iron trellis, you'll see the brightly lit Scepter - and that's the most important part of the Relic!

THE JOURNEY CONTINUES

Now that you have the Scepter your road will take you to the south - but before you start searching for the Element Stones, visit Ho first... as you already know, this Mage will tell you where the other three parts of the Relic are.

EARTH ELEMENT STONE

To insert the first Element Stone into the Scepter, travel to the small village of Windbreak. This settlement lies to the west of Cathalon, in the heart of the Kingdom's fertile fields. You can start your search for the Element Stone in the King's burial mound (called "barrow" in Antaloor English) further to the west of the village. There are two solutions here... you can either go to Captain Ran Hograd or to Gordar, the Mayor of Windbreak. If you choose Ran, you'll have to fight more, but you'll also get more loot for your inventory... read on...

CAPT. RAN HOGRAD

When you arrive in the village, you'll find Ran by the benches in the northwestern part of the village. You'll recognize him easily by the red cloak he wears. He tells you about a caravan that's en route for Cathalon - but he's beginning to get worried about his people - news from them is well overdue. The injury he received in the last Orc ambush prevented him from going with the caravan. During this conversation, you'll hear the name Whitehead for the first time... and this is a mysterious Orc who has an important role to play in your adventures... but first you have to get to the bottom of what's happened to the caravan. So, leave Windbreak on the road to the south and follow the signs to Cathalon. Shortly after leaving Windbreak, the road curves to the east and disappears into a dense forest.

BE CAREFUL HERE! You'll come across a woodcutters' camp before you reach the woods - which is occupied by a large group of bandits. When you've almost made it through the forest, you'll suddenly come across the lost caravan - and it's obviously been attacked. All that's left of it is shattered wreckage – and an entire horde of bloodthirsty Orcs! You'll be glad to hear you DON'T have to fight them right now - unless you feel an overpowering urge to try, that is... just report back to Hograd with the news.

Tainted Blood

The Captain is horrified - he blames the deaths of his people on Whitehead. He suspects that the Orc is in a camp to the north of Windbreak. Your next task is to find that Orc camp and teach them how to die in battle without dying yourself! This won't be easy, though... ideally, you should tackle the smaller bunch of Orcs first - they're on guard in front of the camp - try to lure them away and deal with them as fast as you can. Then go to the camp itself, where you'll find the main body of warriors ready to fight - but beware! There are many Orc bowmen that will attack you from the rear! When you've defeated all these adversaries and plundered their camp, make your (proud!) way back to Hograd. He'll be happy about your success - but also disappointed that Whitehead wasn't there... however, he IS expecting some inside information as to the whereabouts of his worst Orc enemy. Try solving one of the side quests in Windbreak, then speak to Hograd again. The bold Captain has meanwhile received his information about the big Orc - he's heard that Whitehead is at the King's Barrows - the burial mounds. Hograd asks you to help him again - he still hasn't got his strength back.

When you reach the Barrows, there's no sign of Whitehead. Try to find the secret entrance to the burial chambers - the cave entrance is located to the southeast of the temple, behind a small hill. Descend into the cave and follow the path... until Whitehead himself suddenly stands before you! Now there's a shock in store for you... this powerful Orc can really speak! Now you'll find out a few facts about why the Orcs hate humans. However, the most important thing for you here is that Whitehead has a grudge to settle with Hograd - and he wants to use you as a go-between.

To show his gratitude, he's willing to open up the main chamber of the burial mound, which is currently blocked off. This is really great news for you - because that's where the Earth element is!

You COULD also cut the story short and simply bump Whitehead off... BUT, that will be very difficult - this infamous white Orc is a tremendously experienced warrior - and there are more of his Orcs panting for your blood in the back of the cave!

1. Kings' Barrows
2. Secret entrance to the burial chamber
3. Way to Windbreak
4. Graveyard

However, if you still think you can do it, here's a tip for you... watch your timing... if you kill Whitehead before the second conversation with him has taken place, his band of Orcs won't have had enough time to open the King's main burial chamber - and it will remain well and truly closed - for good. Then there's only one more way open to you - and that's to try the Mayor in Windbreak. If you do Whitehead in AFTER the second conversation, however, the door to the tomb will be open.

So the more elegant way to achieve your aim here is to act as a go-between for Whitehead and Hograd. To do this effectively, you should use the nearby teleport station to the west of the King's Barrows, since you'll have to go back and forth a few times - but beware of the Skeletons - there are many of these in the area of that burial mound.
The first time you meet him, Whitehead suggests a duel with Hograd. If you now return to Windbreak and tell Hograd about this, the Captain will immediately take up the challenge. Go back to Whitehead and tell him that the Captain accepts. Whitehead will tell you where he wants the fight to take place. Off you go to Hograd now, one last time - your job as envoy is now done - and you'll get a few experience points for it too.
For now it's back to the Kings' Barrows, as quickly as possible. The Orcs have meanwhile opened up the entrance to the main burial chamber, so now you can get in via the secret entrance. You might just come across some more Orcs, though - and they won't feel they have to honor Whitehead's pact with you! So take care!

The same applies while you continue your exploration of the tomb... Skeletons will try and prevent you from reaching the Earth element. They're in the central hall - you can't miss 'em! You can fight all the Skeletons and take the Earth element, OR you can avoid them and take the element without a fight. How ever you do it, just get out of there as fast as you can...

MAYOR GORDAR

If you decide to speak with the Mayor of Windbreak, you'll have to complete a few quests for him - then you'll get the key to the main entrance of the King's Barrow - but this is easier said than done! You'll find Gordar in the middle of the village square. He's wearing a fur collar and has embroidery on his jacket.

You should try and gain his trust first. That's why you should take on the first task he gives you. It concerns an Oger - the creature has settled down near the windmills to the north of the village, preventing the millers from doing their work.

Tainted Blood

Take the road to the northwest out of Windbreak and stay on it until you reach the first windmill. The Oger will be waiting for you there. Kill it and get back to Gordar. The Mayor is impressed with your speedy success - but he won't give you the key just yet.

He wants you to do him another favor. The Taint has befallen Windbreak's cemetery and none of the villagers can tend the graves of their ancestors.

Your quest is to go to the cemetery and get rid of the Taint there - and that means killing off the numerous Zombies in the front section of the cemetery. At the back of the cemetery, through a small gate, a few Skeleton warriors will be rattling their ribcages with eagerness to get at you. These bony bowmen will also attack you while you're busy fighting the Zombies - and they constitute a real danger to you - so it might be worth thinking about just to ignore the Zombies at first and focus on those scary Skeletons. When you've killed all the undead, you can return to Gordar.

He now trusts you fully - so much so that he tells you what his secret problem is - and it's not exactly honorable. Fear of the approaching Orc forces has convinced the Mayor to desert his village - but to do that, he needs some gold - and that's to be found in the form of old King Satrius' crown, buried with him in the Kings' Barrows. Just how the Mayor got the key to the tombs out of King Emry's pocket remains his dirty little secret. However, it is a fact that after King Emry's party had buried old King Satrius, they were ambushed on their return journey - and they had to stop over at Windbreak for a while to recover... food for thought, eh? Mayor Gordar will hand over the key to you if you agree to get him the crown. You can keep all the other treasure for yourself. The Mayor's too scared to go near the Barrows himself, thanks to the Skeletons and all the other undead creatures in the area.

1. Mayor Gordar
2. Capt. Ran Hograd
3. Sigyor
4. Annon Moha
5. Windmill | Oger
6. Windbreak | Cemetery

As soon as you have the key, you can travel to Satrius' tomb and walk in through the main gate on the south side of the building. Sounds easy, doesn't it... and it would be a cakewalk for you too, if it weren't for the horde of Skeletons you have to overcome... you could of course get up those steps fast and enter the temple - but they'll still be waiting for you when you come back out! You'll find bony men inside the tomb as well - all with your demise on their minds! They're in the central hall – so grab the element and get out of there fast!

Congratulations! You've found the first element necessary for the completion of the Scepter. The stone will be automatically integrated into the image of the Scepter in your inventory. You can find out how many stones you've already collected by moving your pointer over the item.

ON THE ROAD TO THE WEST

Now it's time to visit the large **port city of Ashos** in the far west, in the delta of the river Gon. This vibrant, bustling metropolis is the home of the Serpents, who have erected a huge temple there in honor of their god, Yatholen - and that temple is where you'll find the Water Element Stone. The road to Ashos inevitably crosses the Gon - but the two bridges near Qudinar will get you over that obstacle with your feet still dry. However, if you continue travelling along the north bank to the west, at some point or other you'll have to swim to get to the other side. Nevertheless, if you do use the north bank, it could prove rewarding - because this route will take you past a couple of military camps - and the humans there have a few interesting quests available.

WATER ELEMENT STONE

If you manage to reach Ashos unscathed, you'll find the temple in the northwestern part of the city. The road to the main entrance is lined with huge stone statues of the Serpents. Unfortunately, only the Serpents themselves are allowed into the temple. So you'll have to sneak in, but there is a small side door - to find it, walk to the right from the main entrance then turn left around the next corner. The door is (of course) locked, but you have two ways of getting the key to that door - the first method is somewhat more complicated - but it will bring you more experience points.

1. Yorun Togawa (City Guard)
2. Hoko Sayuri
3. Uchinao Sakamoto (Smith)
4. Hidee Sakamoto
5. Masakore Murata
6. Kinura Ishii
7. Hajime Masaware (City Guard)
8. Kenji Sahashi (Dealer)
9. Takumi Kajiura (Member of the smugglers' ring)
10. Arai Kurihara (Member of the smugglers' ring)
11. Kano Mizoguchi (Scholar)

HOKO AND THE BLACKSMITH

The first way of getting the key will present itself to you at Ashos' main gate: a member of the City Guard, **Yorun Togawa**, will talk to you right away when you arrive in Ashos for the first time. A good friend of his is in trouble and Yorun will ask you to pay a call on that friend, a lady who goes by the name of Hoko Sayuri. Accept this quest and go to Hoko's house.

Hoko Sayuri

You'll find the building if you keep walking left from the city gate until you come to a fountain. The door on the right will lead you directly to Hoko.

During the conversation with her, you find out that Hoko's younger sister usually works in the temple - but she's been missing for some time. Hoko fears the worst and asks you to investigate in the temple. She also tells you that a blacksmith friend of hers just finished putting in a new door and a new lock to match in the temple's side entrance - and that he probably has a spare key.

Now you can start looking for the smith - his name is Uchinao Sakamoto. Turn right when you leave Hoko's house and walk on until you reach the city wall. Follow this street for a while until you come to a canal. Cross the first bridge and follow that street to the end. You'll find Uchinao on the left, in front of his smithy. Talk to him - you'll find out that Uchinao's involved in a heated dispute with his sister about who gets what from their parents' will. You don't have to be interested in the reasons for this dispute - that won't help you... but you DO have to make a difficult decision.
After talking to him, you can kill the smith and just take the key to the temple's side door - or you can go to the sister, Hidee Sakamoto, and kill her. As a reward, Uchinao says he'll give you the key. You'll find Hidee if you walk back to the canal from the smith's place. She lives in the house directly after the bridge which you've already crossed once.

SMUGGLER AND SCHOLAR

The second way of getting a temple key is somewhat different, but a city guard is also involved. The guard, Hajime Masaware, will be standing under a balcony at the first house to the left of the main gate. If you walk towards him, he'll start speaking to you and eventually offer you a quest - you're to find a smuggler ring that deals in magic powder. He'll now give you a packet of this powder - you've to take it to the innkeeper Kenji Sahashi.

You'll find this middleman if you cross the large square behind the main gate and take a left towards the main canal. **Sahashi's inn** is the first house on the left and he'll normally meet you behind the entrance door. An exchange takes place and you're sent to another member of the smuggling ring - **Takumi Kajiura**.

Leave the inn and walk left to the first bridge over the canal. Cross the bridge and keep left. Kajiura lives in the house in front of the teleport station. When you deliver the package, you'll get another delivery, this time for **Arai Kurihara**. Turn right when you leave Kajiura's house and turn into the street on the left at the teleporter. Follow this street, cross the canal bridge and go to the house at the city wall. You'll find Arai there. When you've delivered the package, return to the guard, Hajime Masaware. Tell him the name of the smuggler. Be careful! Don't lie to the city guard, otherwise you won't get the subsequent quest - and it's vital!

However, first end the conversation, then approach the guard again. Now Hajime will have a new task for you. You have to look for the scholar Kano Mizoguchi and listen to his problems. He's to be found in his house on the eastern side of the main canal at the canal's southern end. When you leave Hajime's, keep left along the city wall until you come to the main canal. It's the first house on the right. The scholar is inside - and he'll give you the key for the temple's side door in return for letting him know if the cause of the plague of insects outside the city is to be found in the temple.

INSIDE THE TEMPLE

When you have a key, enter the temple through the mysterious side door. You'll have to deal with a few Serpents on the way to the central grotto where the Water Element Stone is located. Make sure you kill all adversaries in the main hall - you
really don't need any distractions on your way to the Element Stone. The stone is located in a basin in the middle of an artificial lake.

The only way to reach it is by a labyrinth-like, narrow footbridge. Watch your step here - if you fall into the water, you'll have to swim back to the edge of the grotto before you try the footbridge again – but the reward for all this hard work will be the Water Element Stone!

Unfortunately, you can't spare the time to sit on your laurels and bask in self-praise! When you've got the Element Stone, the protective power of the god Yatholen will wane - and he's the god who's always protected Ashos from the Orcs... so as soon as you emerge into daylight, lots of Orcs are waiting to give you a "friendly" welcome... but you can avoid their attacks by fleeing through the winding alleys of Ashos and right out of the city, if you don't feel in the mood for mass murder, that is. The most elegant way to escape is by using the teleport stone.

ALL ROADS LEAD TO... THE ORCS!

Let's face it... you're not going to avoid the Orcs, so you may as well get used to these 'horribles' while you're in Ashos. The next Element Stone symbolizes fire - and it's hidden in the capital city of the Orcs – **Gor Gammar**. Take the road from Ashos to the southeast. Watch the aggressive Trachides when you're going through the bamboo forest - they're dangerous. They attack all 'invaders' mercilessly. So RUN!

You'll get through without any delays and avoid the magic attacks of the shamans. When you leave the bamboo forest behind you, you'll find the road running straight as an arrow towards Gor Gammar. You can hardly miss seeing the stronghold. En route, you'll continually bump into Orc scouts or even come across their military camps. Bypass these as best you can to save your strength for Gor Gammar itself.

FIRE ELEMENT STONE

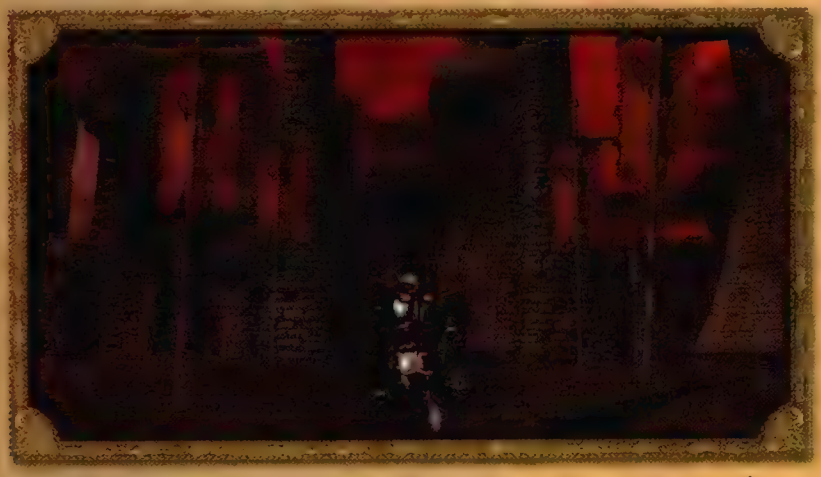
You'll have to penetrate the Orcs' stronghold in the far south of Antaloor - it's surrounded by lava fields. Even here, you have various ways of getting the Stone. The fortress-like town has a main gate as well as an underground tunnel which you can use to get into the place. The way through the main gate is associated with a few journeys and "magic contacts," while the tunnel will involve you in lots of combat. Yet another method of entry would be to use Orc camouflage equipment.

COMBAT ON ALL FRONTS

If you decide to go in the rear gate, you'll have numerous encounters with various Orc troops, both inside Gor Gammar and outside its walls. At times you'll be able to avoid these attackers - but remember that their archers are a real danger! Approaching the stronghold from the northwest, you can use the large Dark Tower as your orientation - it towers high into the heavens to the south of the city.

However, don't go directly to the Tower - better to follow the road to the west of it. Further on, you'll see the background setting of Gor Gammar with several ruined columns lining the road in the foreground. Avoid this area - lots of Orcs lurking around – so leave the road and turn left to detour around the columns. Keep the eastern corner of the stronghold in sight and you'll come to the entrance to the tunnel, right on the wall - it has a walled entrance with an iron trellis.

Some Orcs will also be lurking in wait here... and you WILL have to eliminate them to get into the tunnel. When you've finally reached the inside of the catacombs, you can relax - briefly. Then it's time to face all adversaries in the tunnel and get into the stronghold itself. Here's a tip for you - sneaking and moving fast will help you avoid a lot of bloodshed here.



The tunnel labyrinth below Gor Gammar is not very complicated. However, there are several dead ends - and you should commit these to memory from your map. If the Orcs manage to box you in, odds are you won't be getting any further!

When you exit the catacombs, move to your right along the outer wall until you see a broad avenue to the left. The many poles festooned with red flags should show you the way. On the left, you'll pass two staircases that lead to more areas of the stronghold.

The teleporter is located here - you should activate it for a fast escape later!

It's the third staircase that matters to you... if you turn left after the flag avenue, you can already see the Fire Element Stone. Climb up the steps to the temple and complete your collection!

If this route is too much like hard work for you, there is a somewhat more comfortable solution - and the magic word is... disguise. When the Orc war broke out, some members of the Cathalonian army developed camouflage armor to spy behind enemy lines. Wearing this armor, you'll look like an Orc and will be safe from attack by them. This could help you walk into Gor Gammar and simply take the Fire Element Stone.

However, the armor is only made in Cathalon and is quite difficult to come by. Your contact person is the armorer Creo, whom you'll find in the eastern sector of the city. Naturally the armor isn't given out willy-nilly to just anyone... you'll need a permission slip from Othis, the King's Armorer - and he'll be in the same place as Creo.

Luckily for you, Othis loves gold - and he'll give you the permission slip you need for 2000 gold pieces. When you get to Creo, it'll cost you even more for the armor, because when he's finished making it, you can give him 5000 in gold for his masterpiece when you return to the armory workshop!

BUT - be careful! As practical as the armor is, it has three disadvantages: 1. you can only use it once; 2. an original material is used to imitate the Orc skin - and when you take off the armor, it self-destroys. 3. when you put it on, people will think you're an Orc and attack you! So, you should really give it some thought before you put it on. To use the words of the old Cathalon soldier's song - "Let's get it on... but south of the Gon!"

THE BIG BANG

What about a truly magical alternative to fighting your way through Gor Gammar's catacombs, like a visit to the burned-out wood further to the east? A Necromancer lives there -and he can give you a special spell which will annihilate all the Orcs around - then you can happily march through the main gate into Gor Gammar. But first you'll have to visit the Necromancer - he's called Asmohar.

Turn northeast from Fireclaw Tower and pass through a rocky area until you reach a valley and the edge of the burned-out wood. Once in the wood, turn due north.

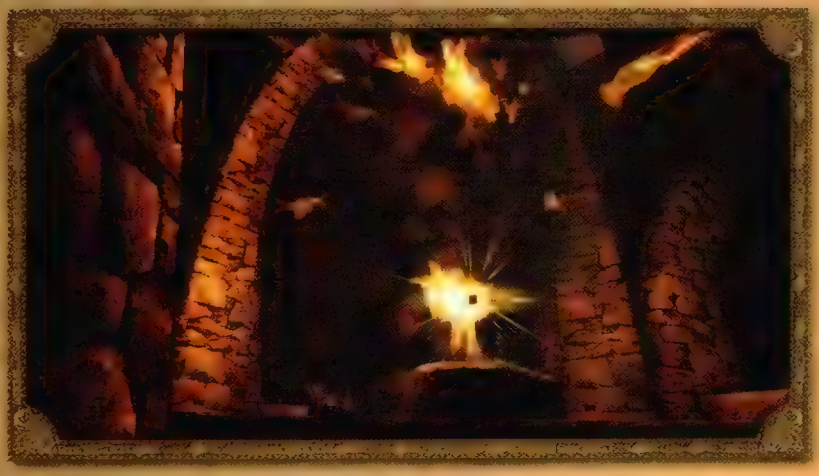
You'll soon see the ruin of a burned-out courtyard and that's where you'll meet Asmohar. This Necromancer is a shady character - he won't want to tell you about his experiments at first – he'll only throw out hints that the Orcs won't like the results!

Before you can enjoy the fruits of his labor, you'll have to get a scorpion's sting for him. Scorpions are to be found all over the wood, mostly near ruins. After a short search, you should find one... kill it and take the sting to Asmohar. Watch out for the Octogrons who live in this area... they're nasty! When you've given him the sting, you can then try to kill lots of Octogrons in the temple area - otherwise the incantation ritual can't be carried out. You'll find the temple if you keep moving north. When you've killed all the Octogrons, return to Asmohar. He'll promise to give you the Orc trap shortly, in the temple. So get back to the ruin and search for Asmohar on the steps to the temple.

He'll give you a powerful spell together with the instruction to place it right in front of the main gate of Gor Gammar.

So, it's off to Gor Gammar you go - and make your way through the numerous Orc troops to the main gate of the stronghold on the north side (it's better to run through their ranks, by the way).

Don't take the official road - travel either left or right of it where's there's not so many Orcs!



And don't worry - the ones that do follow you aren't really a danger to you - as soon as you're in the shadow of that gate, a powerful spell will be cast that will kill all of the Orcs in and around Gor Gammar.

Now go through the small gate that leads into the main gate and you'll already see the Fire Element Stone gleaming. Climb up the steps to the temple and complete your collection!

HEAT, HEAT AND MORE HEAT!

You've withstood the heat given off by the rivers of lava around Gor Gammar – but it's going to stay hot for you in the truest sense of the word... your road now takes you to the burnt-out wood. That's where you'll find the last Element Stone - in the **Nest of the White Dragon**.

AIR ELEMENT STONE

You'll have to get through to the burnt-out wood if you want to attain your objective - the nest of the White Dragon. Start by going northeast from Fireclaw Tower and make your way down through large rocks and outcrops to the valley - you'll soon reach the edge of the burnt-out wood. This region doesn't only look menacing - but it also hosts a lot of unpleasant creatures.

The Scorpions and Octogrons will be the main threats to your safety.

1. Asmohar
2. Temple site
3. Brisi Grotto
4. Ramgut Cave
5. Nest of the White Dragon

As soon as you're in the woods, you should go east along the right edge of the valley. A path marked with white ash runs through the middle of the valley to the east - but don't be tempted – there are baddies lurking there in ambush. You'll avoid many of these if you move along the right-hand, (the southern) edge of the valley, which will get narrower after a while.

At times, you'll even find yourself going northeast. When you're almost at the end of the valley, you'll pass a Maliel shrine - then you'll see a small ruin on the left. You're almost there now! After you pass the ruin, the woods will thin out a little - and there it is - on a hill in front of you is the bright blue column of light issuing from the Air Element Stone! A couple of Octogrons will be hanging around a short distance before you get to the Dragon's nest. It's better to kill them - otherwise they'll just cause you trouble while you're trying to get hold of the Element Stone.

When the Stone's in your Inventory, get out of there fast! You can either take the same route back westwards to exit the wood, or follow a small path that wanders out of the valley to the southeast and ends in the Drak'ar desert - but you'll have to be very careful! On this small, stony path, you'll meet some Stone Golems - and even a Sand Dragon just before you reach the desert.

The fastest way to get out of the wood is of course by teleportation. From the dragon's nest, walk west along the edge of the valley and you'll soon see the teleport station looming out of the fog.

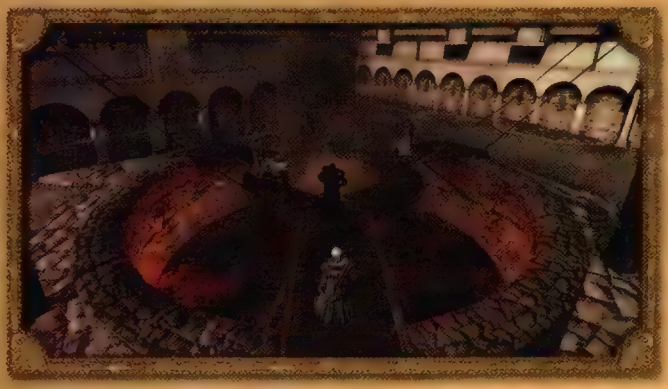
YOU'VE DONE IT!

You've found the last Element Stone - and completed the task of putting the old Relic together. Now make your way to Gandohar - he'll be waiting for you at the northern end of the bridge to Qudinar. It's better (and faster) if you take the teleporter near the dragon's nest to get to Qudinar. If you want to teleport, leave the town through the north gate. You'll find Gandohar (after the bridge) on the right, in front of a small hut.

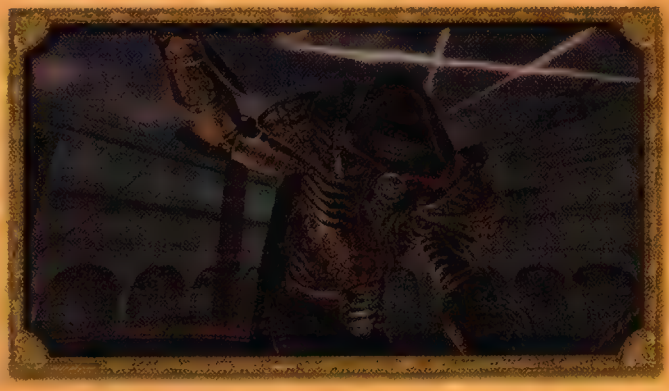
As soon as you tell him about the completed Relic, he'll tell you the next moves. If you still haven't got all the parts of the Relic, he can tell you exactly where to look. If you have all the parts, though, he'll give you a Mage's linen cloak to put on.

A cutscene that starts automatically will now take charge of things, closing out an important chapter of the game.

Qudinar marketplace is the background setting. That's where the huge smelter is located (called the Column of Fire by the locals) - and it's right beside this iron-melting wonder that the Scepter will be handed over to Reist Tungard. As soon as you show them the Scepter, Kŷra will be led to the wooden platform - and you realize you've almost got your sister back - the two of you can soon forget the whole thing!



Then Reist and above all Gandohar throw a nasty monkey wrench into your plans... It turns out that the supposed ally of yours, Gandohar, is in truth the leader of the dark sect that wants to bring Aziraal back to the land of the living... thanks to his position as go-between, he was able to manipulate you into coming to Qudinar of your own free will. Since he knew that force wouldn't work with you, he tricked you into coming to Qudinar by indirectly letting you know that the Relic could actually be destroyed in the column of fire there. This really was a powerful lure for you - so, against Reist's wishes, you said you wanted Qudinar to be the place for the handover. Now, in the village, you can see how clever Gandohar has been - getting you to insist on the very location where his ritual to bring the god back to life must take place - because this is where Aziraal was originally banned.



To awake Aziraal, the souls of the Chosen - that's you and Kŷra - must be joined again right here... and before you have time to really take all of this in, Gandohar unleashes a powerful spell - and an irreversible process commences... you're hit by the huge power of the spell and while you sink to the ground, a column of fire shoots out of the smelter.

A huge pentagram appears in the darkening heavens, linking the five Dark Towers - a sure sign that evil forces are at work... but you're more or less unconscious now... that spell of Gandohar's hit you like a hammer. Gandohar leans over you and tells you that your sister's going to be the new host body for Aziraal. He then leaves you lying there.

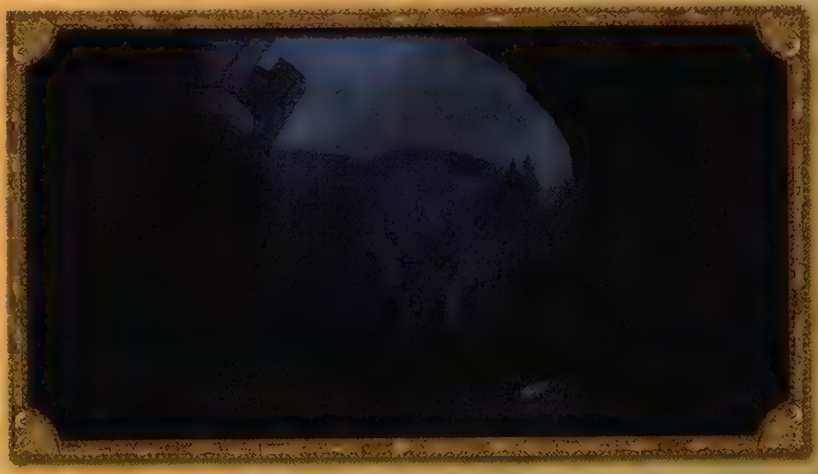
You come to in an alley in Qudinar, when two Paladines are trying to ascertain if you're dead or not...

The cutscene ends here- and, back in the game, you talk to the knight on the right - his name's Santriel. These knights, the Paladines, tell you that they had hoped you would lead them to the leader of the dark sect, but they arrived too late - and they didn't reckon with the sheer cunning of Gandohar. Now they'll move heaven and earth to stop Aziraal being reborn.

So Gandohar must be found and defeated - in the destroyed town of Oswaroh - this will prevent Aziraal from entering Kŷra's body - but getting hold of Gandohar could prove to be difficult, because the intensive dark magic, which can be seen all over Antaloor thanks to the huge pentagram, has also formed an impenetrable shield of magic around the stronghold of Oswaroh. So, before you can get your hands on Gandohar, you'll have to neutralize the powerful spell first. The knights suspect that the spell is rooted in the five Dark Towers which have been built in strategic locations throughout Antaloor. If one link in this chain is removed, they think that everything will collapse, including the protective shield around Oswaroh.

So your next task is clear: go east towards Oswaroh and you'll arrive at Death Claw Tower - now try to get in there. If you haven't activated a teleport station near the Death Claw Tower, leave Qudinar on the south road and travel along the Gon to the east - you'll soon see the tower on the right. Careful - there are a lot of undead creatures around, both outside the structure and in its courtyard. If you take it fast, you can get up the central stairway to the first floor of the tower. Here you'll find a small teleport station - it didn't work before - but now it will... as soon as you enter its field, you'll be whisked to the top 'o the tower! A powerful tower guard will be ready and waiting for you here - and you'll have to defeat him. It will attack as soon as you appear on the upper platform of the tower. So be careful! If you beat the creature, the magic spell will be destroyed and the pentagram in the sky will collapse - at the same time, the protective shield around **Oswaroh** will also disappear, enabling you to wreak your revenge on Gandohar – so (almost) nothing stands in your way!

Leave the tower via the teleport station, but be wary - there might be some undead left. To get to **Oswaroh**, take the northeast road that runs by the tower.



Within the walls of the ruined town are many hell warriors and other monsters stricken by the Taint... and they all want your blood, so watch out... but you don't have to beat them to achieve your objective. Go through the town heading in a northerly direction until you come across the former stronghold structure in the form of a pentagram. Reist Tungard will be expecting you in front of a large gate. The way through is locked - and you'll have to take care of him first before you can get in there. The fight with Reist will turn out to be much trickier than you think - as soon as you attack him, he'll turn into a demon as big as a house - and that demon can really fight!

If you do manage to beat the creature, go through the gate to the final showdown. In the center of the huge courtyard, there's a walled pentagram - and above it Aziraal's stone coffin is floating... but the God of War isn't your main concern at the moment... Gandohar is standing on the other side of the pentagram, on a platform with two steep stairways leading up to it. Get up there and decide what to do next!

You have two options to end the game and seal the fate of all Antaloor... either you side with Gandohar and the baddies, become immortal together with Kŷra and usher in a new age of darkness over Antaloor - or you fight on the side of the goodies by killing Gandohar, preventing him from completing the ritual. The decision you make now will decide the game's concluding sequence...

Striving for Power

If you side with Gandohar, five Paladines will teleport into the stronghold of the courtyard. Gandohar will slip away to finish preparing the ritual - leaving you to deal with the five knights! Kill them - they're the last obstacle hindering the return of Aziraal.

If you've been successful, the concluding sequence will show Gandohar and yourself (now in dark armor), standing together on Aziraal's tomb. Kŷra, now a goddess, is also there - but the right side of her face is disfigured, symbolizing the coming of evil into the world of Antaloor.

Antaloor's Salvation

If you decide to fight for good, Gandohar will go on the attack, conjuring up a huge sword which he uses skillfully - and viciously. You must kill him - that will put a permanent stop to the ritual. If you succeed in killing Gandohar, the concluding sequence will show the dying Gandohar - and time seems to return to normal. The next scene shows you at the beginning of the game. Once again you leave the hut and return to Kŷra - only this time there's a difference - your sister's waiting for you - and she seems to be fine. You have finally succeeded in avoiding the fate of the chosen ones.

Now you and your sister can lead normal lives in Antaloor - free from any injury, either physical or spiritual...

The metaphysical meetings with your twin sister Kŷra play a special role in the game. Apart from the first meeting, they're not necessary for solving the main quest - but you'll learn a lot about the background story.

The two of you could always contact one another via certain magical locations - even as children and when you were far away from one another. You didn't know the how and why of it - but it worked. The other people thought that these mysterious nodes had something to do with the Taint - and feared this unusual talent the two of you possessed.
Since you were both just carefree children, you didn't really care what other people thought - especially since your own family put it all down to the special link between twins. However, when you and Kŷra were seven years old, you lost the 'node' skill - and you yourself hadn't thought about this puzzling talent for many a long year.

So you're all the more amazed when Gandohar mentions nodes during your second meeting. There's no doubt about it - Kŷra trusts this man. You don't wrack your brains asking yourself how the node works - you just use this surprise opportunity gratefully and get in touch with her.

The first meeting with Kŷra can take place after you've spoken with Reist Tungard for the first time in the Goat's Cave and returned to Gandohar.

Your talk with Gandohar activates this map point. It's east of Komorin, roughly on the same level as Yarmalin.

Tip

A teleport station is located to the southwest of the node - if you've solved the teleporter quest in the Komorin region, you can use it.

Whereas you're only thinking of freeing her, Kŷra surprises you by insisting on on telling you old family history at this first meeting - you've never really believed in the things she tells you - even as children you disagreed on this. Kŷra begs you not to give in to the kidnappers. The Relic must not fall into the hands of the Dark Sect!

Kyra seems to believe in the power of the Relic, which was once used to banish Aziraal - and since then has been guarded by your family... but you, on the other hand, have always thought all the stories about your family being 'chosen' and being the guardians of the Relic were just fairytales.

The second meeting is successful - at the node in Southern Thalmont. You'll find it to the west of the outer Darrut Gate. If you go south from the Darrut Gate, the road forks to the west - take this fork and you'll arrive at the node.

Kŷra is happy to see you - but she fears that you've given in to the kidnappers' demands because they've stopped asking her questions and seem to be waiting on something. You're only bluffing the kidnappers, however - and you try to assure Kŷra of that.

You still believe you have the reins in your hand - and that you can turn your fates around when the Relic is handed over in Qudinar. Your sister senses, however, that you don't share her opinion of how important this whole thing is... she begs you to believe in the power of the Relic - but she can't convince you.

You've never understood why a chosen family would choose to hide under a cloak of poverty... that's why you don't believe her stories - freeing her is uppermost in your mind.

The third last meeting before you meet in Qudinar is south of the Gon. The node is located between the eastern army camp and Hadeborg Castle on the Gon's southern bank.

1. Node 1 - Northern Thalmont Mountains
2. Node 2 - Western Thalmont Mountains
3. Node 3 - Southern Node near Qudinar

Tainted Blood

Kŷra's strength seems to be waning - the link between the nodes is becoming weaker. At least that's the explanation you have for the interference between the nodes this time...

Kŷra feels that she's being watched - she thinks the nodes aren't safe, but she can't say why. You don't agree - but you're worried that your secret plans might be overheard before you've had a chance to put them into action.

Kŷra asks you not to hesitate if it comes down to sacrificing her life in exchange for the destruction of the Relic.

However, the discussion fades out before she can tell you what it would mean for Antaloor if Aziraal returned... and this is no time for a brother-sister argument - you've a lot on your mind. The weakening strength of your sister spurs you on to act quickly!

Two
WORLDS

Side Quests

Antaloor of course offers many other tasks as well as the main quest- these are either independent or linked to the story of the main quest.

To help you keep track, all the side quests have been allocated to regions - and the location of the one who gives you the task is really key.

For example, if a trader from Tharbakin sends you to Cathalon with a message, this quest will be in the Tharbakin region. In addition to a short description of the background story and the solution method, the individual solutions also contain information about rewards and other special features.

You'll come across a few abbreviations on your travels too... EP means Experience Points, for instance and PL means Player Level. The code EP=10xPL therefore means that when you solve this quest, you'll receive the sum of your current level multiplied by 10 as Experience Points.

At the end of the Strategy Guide, you'll find an index of all quests with their page numbers.

Komorin

This small mountain village is the first place you come to when you start the game. This is also where you received the task to rid the Temple of Throglin of Groms. The settlement is located due south of the temple - just follow the path down the mountain to return to the village. Komorin offers you good opportunities to take your first steps in Thalmont, the northern mountain region of Antaloor.

As well as having the option of a few interesting side quests, you'll also meet Gandohar here to the south of the protective wall - an encounter that's vital for the development of the main quest - your search for Kŷra. You'll find more details on the main quest in the chapter entitled "Tainted Blood".

1. Entrance Throglin Temple
2. Veran Korstill (►Moon Eye)
3. Nalax Gonga (►Brumhill Village)
4. Lucius Darx (►Vesit Deluna - A Troubled Horse Breeder)
5. Ferid Redismos (►Teleport Quest)
6. Gandohar (►Mainquest)
7. Merchant (Merchants' Guild)
8. Merchant (Shady merchant)

You should take on two of the tasks in Komorin - they'll open up the world of fast travel for you... speak to **Lucius Darx** - he'll be at the south exit to the village. It's through him that a quest will be activated - one which will get you a horse. If you visit the Mage **Ferid Redismos**, you'll have the chance to travel even faster. He's east of Komorin. Leave the village by the south gate and walk left for a short distance. You'll find the Mage behind some rocks in front of a teleport station which must be activated.

Of course there are more side quests in Komorin which will provide you with gold and Experience Points. It's at the beginning of the game that you should take on tasks the villagers give you - this will help strengthen your character for what lies ahead - and gold's a useful thing to have in your pockets! You can also increase your money when you use merchants to swap your booty for gold. There are two merchants in Komorin. One of them is an official member of the Merchants' Guild - he'll be at the open-air inn... and you'll meet a shady merchant who can offer you not-quite legal products... He'll be standing on the left hand side of the south gate, behind a house.

QUEST: MOON EYE

Region:	Komorin
Questgiver:	Veran Korstill ②
Location of Questgiver:	Mostly near his house. It's on the right when you enter Komorin by the north gate.

Veran's a good start for you - your old friend Ferid Redismos is a mutual acquaintance. That's why Veran seems to trust you and your work completely from the outset.

He commissions you to buy a rare mountain crystal called Moon Eye from his friend Edvin in Brumhill. It's supposed to be a birthday present for his wife... he'll give you 500 in advance, too.

SOLUTION: The first part of this task is really not difficult. Brumhill is marked on your map. Make your way to this village - it's far to the east, bordering the glaciers. Wild animals and various bands of thieves - and Groms - will make life difficult for you.

When you arrive in Brumhill, you'll be in for a nasty surprise - the village and all its inhabitants have been destroyed by Snow Orcs. Edvin's bought it as well. He'll be in front of his house at the north end of the village. The house is easy to find - it's the only one that's still more or less habitable. The crystal is lying in front of the house. You have two ways of getting it.

You can either tackle the Snow Orcs (only recommended for highly experienced warriors) or you can go for speed - through the village like lightning, grab the Moon Eye and hightail it out 'o there! To leave Brumhill, go to the right of Edvin's house and curve around the village towards Komorin.
If the teleporters are already functioning, the one to the west of Brumhill will whisk you to Komorin. When you tell Veran the sad news, you'll get your reward. He seems to have forgotten that he gave you 500 in advance - so why remind him?

REWARD: Gold=80xPL, Merchants' Guild Reputation +1

QUEST: BRUMHILL VILLAGE

Region	Komorin
Questgiver	Nalax Gonga ③
Location of Questgiver	Nalax Gonga can mostly be found at the open-air inn.

Nalax Gonga is worried about Brumhill's inhabitants, since he hasn't heard from them for a while.

He asks you to take a look at the village...

Solution: The location is marked on your map. Take on the Teleport 1 quest first, before you head east. Your return journey will be much faster then, since there's a teleport station in Brumhill.

When you get to Brumhill you find out that all the inhabitants have been killed by Snow Orcs. You bring this sad news to Nalax, who is very disturbed about it - but he still gives you your money. Watch out for Orcs in the ruins of Brumhill - some are still hanging around.

Reward: Gold=80xPL

Since you won't be particularly strong at the start of the game, it's not advisable to take on the Glacier Orcs. Just walk through the village, snatch the Moon Eye Crystal and get out as fast as you can.

QUEST: BY ANY MEANS (THE TELEPORT PART 1)

Region:	Komorin
Questgiver:	Ferid Redismos (5)
Location of Quest:	You'll find Ferid at a teleport station just west of Komorin - he'll be behind a cliff, when you exit the village by the south gate.

You know Ferid from your work as a bounty hunter. You are more or less "old pals." That's why he tells you about his secret research work - he is going to reactivate the ancient teleport stations in Antaloor.

The first tests were successful, but now he wants to activate a second station. You've come along at the right time for Ferid!

Solution: When Ferid has marked the site of the second teleport station on your map, head east. Just before you reach it, you'll go through a small ravine - two Reapers will be there and they'll follow you to the teleporter if you let them. Kill them!
The teleport station is at the end of the gully- when you approach it, it will activate automatically. Enter its field and you'll be transported back to Ferid. Since you've only activated two stations, you can't miss the Mage.

Reward: Experience Points (number of points depends on your current level at the time of quest acceptance), Teleport Function, Congregation Reputation +1

Tip

You should complete the Teleport quest at the beginning of the game - it will open up fast travel for you and easier solutions to many future quests. The icing on the cake, however, is a portable teleport stone, which you can acquire in the next quest.

1. Ferid Redismos (Questgiver)
2. Mountain Village Komorin
3. Teleport station at the ancient ruins (Quest target)
4. Grom-Camp 1 (2 Magnesites)
5. Grom-Camp 2 (1 Magnesite)

QUEST: PERSONAL TELEPORT (THE TELEPORT PART 2)

Region:	Komorin
Quest given by:	Ferid Redismos (5)
Location of Quest giver:	You'll find Ferid at a teleport station just west of Komorin - he'll be behind a cliff, when you exit the village by the south gate.

After you've helped Ferid to activate the teleport stations, the researcher has one more surprise for you up his sleeve. Ferid also has the design plans for a portable teleport stone in his head.

This will enable you to teleport from any location to an activated teleport station. To implement his plans, however, the ambitious Ferid needs magnesite. He promises you your own teleport stone, if you bring him two crystals of this rare mineral.

Solution: Magnesite is very often to be found near Grom camps - they collect it. It's your lucky day - there are several Grom camps near Komorin.

Camp 1: Head east from Ferid's place and take the first right fork you come to. A large Grom camp will now appear. This is a well-manned stronghold - many opponents for you to deal with in here... However, two crystals of magnesite are lying on a totem mound immediately on the right when you enter the east gate. If you're fast enough, you can get the magnesite out without a blow being struck.

Camp 2: Further to the east of the large camp is another smaller one, poorly guarded. The magnesite is right in the middle of this camp.

As soon as you've added the two magnesite crystals to your inventory, you can get your very own teleport stone from Ferid.

Reward: Mobile teleport stone, Congregation Reputation +1

Miscellaneous: Quest "By any means (The Teleport Part 1)"- Required!!

When you're in the first Grom camp, take the Grom totem along - you'll need it for a later quest. This will save you a lot of running to and fro.

QUEST: ANOTHER PERSONAL TELEPORT (THE TELEPORT PART 3)

Region:	Komorin
Questgiver:	Ferid Redismos (5)
Location of Questgiver:	You'll find Ferid at a teleport station just west of Komorin - he'll be behind a cliff when you exit the village by the south gate.

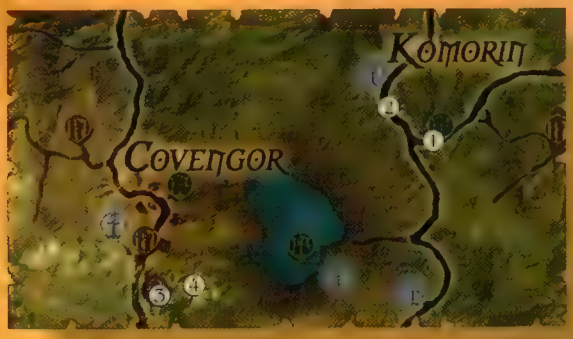
When Ferid has succeeded in making two mobile teleport stones for you, he'll offer you yet another one if you can get him two more magnesite crystals.

Solution: You'll find further magnesite in the Grom camps east of the House of Skelden excavations. Four large camps lie along the route and the magnesite's there for the taking.

Tip You'll find a lot in the Thieves' Cave south of Covengor. Inside the cave, you'll find magnesite at various locations.

Reward: 2 mobile teleport stones

Miscellaneous: Quest "By any means (The Teleport Part 1)" and Quest "Personal Teleport (The Teleport Part 2)"- Required!!



1. Ferid Redismos (Questgiver)
2. Mountain village Komorin
3. Thieves Cave near Covengor
4. Wood south of Covengor
5. Excavation | House of Skelden
6. Teleporter at House of Skelden
7. Road toward Komorin
8. Grom Camp 1
9. Grom Camp 2
10. Grom Camp 3
11. Grom Camp 4

Tip If you decide to visit the Groms' camp, it would be a wise move to collect all their totems - you'll need them for a later quest.

QUEST: A TROUBLED HORSE BREEDER

Region:	Komorin
Questgiver:	Lucius Darx (4)
Location of Questgiver:	South Gate of Komorin

This quest will give you your first contact with the Warrior Guild - the Brotherhood.

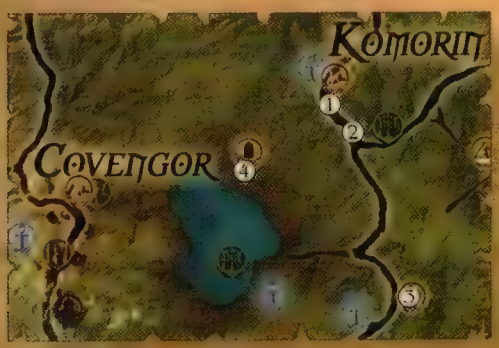
Lucius is a member of this group - he tells you of a horse breeder called Vesit Delurna, who's having problems with a band of thieves.

Since the Brotherhood has a lot on its hands at the present time, Lucius is looking for someone to tackle this problem. If you follow this sequence of quests, you'll soon have a horse!

Solution: Since Lucius marked Vesit's farm on the map for you, you can find him easily. Vesit is a big bald man wearing a leather apron.

If you're in the mood to mix it up a bit, you could take on one or two bands of Groms - that'll update your weapons and armor.

Reward: EP=10xPL, Brotherhood Reputation +1, 1 Skillpoint



(1) Mountain village Komorin
(2) Lucius Darx (Questgiver)
(3) Vesit Delurna, The Horse Breeder
(4) Bandits' Hideout (the bandits who're really annoying Vesit)

QUEST: EXTORTION

Region	South of Komorin
Quest giver	Vesit Delurna
Location of Quest giver	You'll find Vesit at his farm to the southwest of Komorin.

Vesit, a horse breeder for the Brotherhood, is being blackmailed by some members of the Qizira, whom he asks you to find and destroy.

He believes the bandits are holed up in a cave near a lake to the north.

Solution: Travel northwest from the farm to reach the lake. You'll pass a Maliel shrine before you reach the shores of the lake.

Keep to the right and aim for a rocky area on the shore. When you're almost past the rocks, look to the right - you'll see the cave entrance behind a big bush. The Giriza men are in there and you'll have to kill them. In the rear of the cave is a chest - take the booty that's in it - every little bit helps.

Now return to Vesit and give him the news - he'll then give you your reward - a saddled horse.

Reward: Horse, Brotherhood Reputation +1

Tip Helping the horse breeder Vesit Delurna is a cheap and fast way of getting a horse. Apart from that, you'll also find a master archer in the paddock. In return for a small fee, he'll teach you a lot about archery.

Tharbakin

Tharbakin is the northernmost town in Antaloor and central jump-off point in Thalmont. Many different merchants, trainers and Questgivers await you here. You'll also meet individual guilds and groups and collect important reputation points to help you receive special quests later on.

However, you must be careful in towns - you can't go against the law. Each town has its own guard which will punish you for crimes of all kinds. If you steal or kill, you'll have to pay a fine or even be forcibly ejected from the town - but this will only happen if you're caught in the act. If no one sees you breaking the law, you've nothing to fear. So you should look around before committing a crime!

However, all is not lost if you are caught and thrown out of the town. The main gates will remain closed to you - but there IS a secret entrance into Tharbakin.

A secret underground path leads from the catacombs under the town to a cave in the southeastern part of the city wall. You'll get the gate key you need from Eras Brakalet - he'll be standing in front of the cave entrance.

1. Brogh Ardna (City Guard) (➤Alcohol Shortage)
2. Pol Getber (s. Ion Furvo)
3. Ion Furvo (➤Earning Trust)
4. Ged Sammra (➤The Missing Son)
5. Rama Erendar (➤Missing Staff)
6. Daron Moreti (➤A Dragon Scale)
7. Several merchant
8. Several merchant
9. Merchant (Shady merchant)
10. Eingang Kerker Tharbakin (➤Secret Passage)
11. Eras Brakalet (➤Secret Passage)
12. Stork (➤Withheld Work)
13. Keshi Lono (➤Shadows over the Family)
14. Entance to Tharbakin City

QUEST: THE MISSING SON

Region:	Tharbakin
Questgiver:	Ged Sammra ④
Location of Questgiver:	Ged is in front of his house in Tharbakin. This is located after the main gate on the third street on the right.

Ged is worried about his son Myron. The young man started working for the House of Skelden some time ago - as a mine engineer - but the father hasn't heard anything from him for a while... and since they always had a good father-son relationship, he's really starting to worry about Myron.

Ged asks you to investigate. He tells you about Hagrast Wisp, the leader of a band of mercenaries - that's the man responsible for guarding the mine. Ged believes that Hagrast has caused the mysterious disappearance of two of Myron's friends. That's why he suspects that Wisp can maybe explain Myron's disappearance.

SOLUTION: Hagrast Wisp is in the deep forests in Eastern Thalmont. To find him, head for the excavations and follow the road that heads south then east from the camp. When you've passed the second Grom camp, head northeast and you'll meet Hagrast - he'll be sitting at a camp fire.

He tells you of secret things happening in the mines - and that he IS responsible for the death of Myron's two friends. Myron had apparently challenged him - and Hagrast's men killed him. Return to Ged Sammra and give him the bad news. If you kill Hagrast Wisp, you'll receive one Reputation Point with the Karga Clan.

REWARD: EP=10xPL, Karga Clan Reputation +1

QUEST: ALCOHOL SHORTAGE

Region:	Tharbakin
Questgiver:	Brogh Ardna - Chief of the town guards (1)
Location of Questgiver:	The chief town guard is on the left, after you pass the second gate.

As chief of the town guards, one of Brogh's jobs is to ensure that his soldiers are kept happy. Alcohol plays an important role in this.

However, the "moonshine" deliveries haven't been arriving recently - and his underlings are slowly getting restless.

Brogh no longer trusts Dras Beclem, the usual booze smuggler. So he asks you to acquire ten bottles of rotgut for him.

SOLUTION: Your first port of call should be Dras Beclem, the Covengor smuggler. He'll be at the northwest end of the village. If you do him a favor (► Quest Covengor - "Alcohol Trail"), you'll manage to obtain 10 bottles for him. Take them back to Tharbakin and accept your gold.

REWARD: 450 pieces of gold

1. Brogh Ardna (Leader of the city guard) (Questgiver)
2. Entrance to Tharbakin City
3. Mountain Village of Covengor
4. Dras Beclem (Schmuggler of Covengor)
5. Bandit (► Alcohol Trail)
6. Thieves Cave

QUEST: MISSING STAFF

Region:	Tharbakin
Questgiver:	Rama Erendar (5)
Location of Questgiver:	This Mage is located in the gardens at the northwestern end of Tharbakin.

Rama Erendar has lost his magic staff while walking near Tharbakin. On the way back to Gorelin, he was ambushed by a band of Groms.

He did manage to escape with his life, but lost his staff while running away.

The Mage suspects that it's in the Groms' camp. Rama Erendar promises you a reward if you can get it back for him.

SOLUTION: The Grom camp is located on the eastern border of Thalmont. To get there, travel to Covengor first - from there, a narrow mountain trail leads east up the flank of the mountain. Follow this trail to its end and you'll come to the Groms camp.

The Mage's staff is lying in the center of the camp, beside a mound of earth with Grom totems. To get the staff, you'll either have to use the quick in and out, or fight and beat the Groms.

REWARD: EP=10xPL, Gold=30xPL, Congregation Reputation +1

MISCELLANEOUS: 2 Congregation reputation points required

(1) Rama Erendar (Questgiver)
(2) Mountain Village of Covengor
(3) Sought Grom-Camp

QUEST: A DRAGON SCALE

Region:	Tharbakin
Questgiver:	Daron Moreti ⑥
Location of Questgiver:	Daron's usually in the northwest corner of Tharbakin.

The Mage needs a white dragon scale for his experiments. He'll tell you zero about why he needs it - but it seems to be awfully important to him...

He promises you a rich reward, if you bring him the scale.

SOLUTION: The dragon scale can be found in the Brotherhood outpost in a far-flung corner of Northeast Thalmont. Head northeast to find the stronghold of the White Dragon - or take the trade route to Yarmalin, past Komorin.

A short distance before arriving at the stronghold, you'll come across a Brotherhood camp. It depends of course on your reputation with them - but you probably won't get in. In this case, just detour around the camp and follow the path to the east of the enclosure.

A stiff climb and there's the stronghold facing you. Something bad seems to have happened here though... the stronghold is abandoned - only one knight, a Paladin, is on guard there.

You can ignore him and enter the structure. There you'll find dragon skeletons in the ruins of large cells. In one of these cells, there's a dragon scale under some bones. Take it and return to Daron Moreti in Tharbakin.

REWARD: 540 pieces of gold, Congregation Reputation +1

MISCELLANEOUS: 4 Congregation reputation points required

QUEST: WITHHELD WORK

Region:	Tharbakin (beyond)
Questgiver:	Stork ⑫
Location of Questgiver:	Stork is usually beside the inn at the fork leading to the excavations, on the road between Tharbakin and Cathalon.

Stork is a member of the Giriza - he urgently requires information about the Skelden Camp near the excavations.

Access to this sector, however, is strictly guarded.

Specifically, he needs information from the prisoners working in the mine shaft.

SOLUTION: You must possess a certain reputation with the House of Skelden before they allow you into the mine shaft (➤ Quest "Delicate Issue").

As soon as they accept you, you can go down the mine and talk to Armin who'll be working on the left hand side. Report to Stork what Armin tells you and get your reward in gold.

REWARD: EP=10xPL, Gold=30xPL, Giriza Reputation +1

MISCELLANEOUS: Quest "Delicate Issue"- Required!!

① Entrance to Tharbakin City
② House of Giriza | Stork
③ Excavation | Skelden Camp
④ Armin - Your contact person

QUEST: SHADOWS OVER THE FAMILY

Region:	Tharbakin (beyond)
Questgiver:	Keshi Lono (13)
Location of Questgiver:	Keshi is usually beside the inn at the fork leading to the excavations, on the road between Tharbakin and Cathalon.

Keshi Lono tells you of an incident in Gorelin.

You have to find out who ordered the bandits to ambush a transport convoy going to the excavations - and you have to get back the stolen goods too.

SOLUTION: To receive this task, you first have to win the trust of the Giriza. Do this by completing Stork's quest - (➤ Quest "Withheld Work") but don't forget, Stork is also a member of the Giriza.

If you can take on Keshi Lono's quest, you'll find the bandits in the Silver Plate Cave to the southeast of Keshi's location.

Do this by convincing the bandit leader, Finch, to hand over the loot to you without bloodshed. Give the loot to Keshi Lono and you'll get your reward.

REWARD: EP=25xPL, 1,200 pieces of gold

MISCELLANEOUS: Quest "Withheld Work",
3 Giriza reputation points required

1. Entrance to Tharbakin City
2. Pale Stone Cave
3. House of Giriza | Keshi Lono
4. Darrut Outer Gate
5. Silver Plate Cave

QUEST: EARNING TRUST

Region:	Tharbakin
Quest giver:	Ion Furvo ③
Location of Quest giver:	Furvo, the Tharbakin treasurer, is usually in his office. It's located in the first street on the right after the main gate.

Furvo is the constantly busy treasurer of Tharbakin, trade metropolis. Although trade has fallen off in recent times, there's still a lot to do.

Due to the uncertain times that war has cast upon his community, he has an important quest for you - one which only an experienced warrior can carry out successfully.

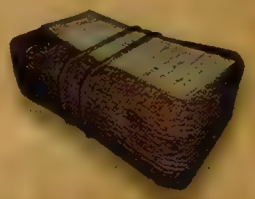
You have to bring a vital document to Cathalon. The contents of this document supposedly condemn the Giriza Guild of Thieves - so the Giriza is also keen to get its hands on it. Ion Furvo makes it very clear to you... it should be delivered as quickly as possible to Samon Veller, the treasurer of the Merchants' Guild in the capital city, Cathalon.

SOLUTION: If you've already been to Cathalon and activated the teleport station outside that city, your task will be much easier. Just teleport yourself to the capital. Otherwise it's off to Cathalon by Shanks's pony for you - or maybe you have a four-legged horse – anyway, however you get there, follow the trade road to Cathalon - it's well signposted.

Please note that the Darrut gate, built by the Dwarves and halfway to the city, will block your way. Coming from the north, take the last fork in the road on the left or right to detour this barrier.

When you reach the city, go in through the southwest gate and take the first street on the left. Veller's office is the first house on the left. In the reception area you'll find his clerk Tamar Cull - Samon Veller himself is in the neighboring room. You'll receive the payment for this quest in Cathalon.

REWARD: EP=25xPL, Gold=30xPL, Merchants' Guild Reputation +1 and
additional Merchants' Guild Reputation +1 after the conversation with Pol Getber



QUEST: SECRET PASSAGE

Region:	Tharbarkin (beyond) - Ahead of Pale Stone Cave
Questgiver:	Eras Brakalet (11)
Location of Questgiver:	Eras is standing in front of the entrance to the cave southeast of Tharbakin.

The Karga Clan needs a secret entrance to slip into Tharbakin unnoticed. Eras should be taking care of this, but since he can't get into the town, he's asking you.

The cave IS the actual entrance to the secret passageway into the town - but the door to the dungeons of Tharbakin can only be opened from the inside with a special key.

Eras has this key. He asks you to go to Tharbakin and open the door in the passageway from the inside with the key.

SOLUTION: You can get access to the catacombs in the far southeastern corner of Tharbakin. The underground passage ends abruptly at an iron gate - that's where Eras' key comes in. If you continue, you'll have to combat a whole band of skeletons.
After that you'll come to the natural cave and meet Eras at the cave's exit. After speaking with him, you'll get your reward.

REWARD: EP=10xPL, Gold=30xPL, Karga Clan Reputation +1

1. Teleporter of Tharbakin
2. Entrance to Tharbakin City
3. Entrance to the Tharbakin Dungeon
4. Pale Stone Cave

Excavations

The excavations are in Thalmont the home territory of Ebrat Skelden. This descendant of one of Cathalon's royal houses has really ambitious plans. In the relative isolation of Thalmont, he's plotting King Emry's downfall - although it was Emrys himself who granted governmental power to Skelden House, much to the dismay of the Karga Clan, who had previously ruled Thalmont for a very long time. Now the Karga Clan, declared rebels, is at war with the followers of Ebrat Skelden. During the game, you'll have to decide which side you want to join. But don't worry... whichever side you choose, there are still many ways to complete the main quest.

The small settlement beside the excavation site, where they're digging for dwarven artifacts, is occupied by followers of Ebrat Skelden. There IS a freely accessible part of the settlement - but also a small stronghold, in which Ebrat Skelden himself resides. Before you can have a personal face-to-face with him, however, you'll have to prove your usefulness to the House of Skelden... and more than once. Your first port-of-call should be Sano Moon. He is Ebrat Skelden's right-hand man - he's usually at his house immediately in front of Ebrat's stronghold.

1. Harban
   (►Safe Neighborhood)
2. Ebrat Skelden
   (►The Weak Link)
3. Maxia Calvo
   (►Playing with Hope)
4. Sano Moon
   (►A Delicate Issue)
5. Set Kistor
   (►Bandits' Hideout)
6. Brokk
   (►A Traitor in the House)
7. Kirgen
   (►Collapsed Gold Mine)
8. House-Skelden-Mine
9. Menno Hagerard
   (►Ruining the Grom's war for them)
10. Conn Krannach
    (►Friend's Favor)
11. Dark Soul Dungeon

QUEST: SAFE NEIGHBORHOOD

Region:	Excavations	Skelden-Camp
Questgiver:	Harban (1)
Location of Questgiver:	You'll find the soldier at the entrance to the small village beside the excavation site.

The miners are being threatened by a dangerous pack of wolves - and rumor has it that the pack has its lair nearby.

Harban gives you the task of finding the lair and killing all the wolves.

Solution: The lair is situated south of the excavations, to the west of Wild Hole Cave.

The animals have made their home in the hollowed-out cliffs there. You'll have to reckon on 7, maybe even 9 wolves. When you start, you should lure them out one by one and kill them singly. Fire Magic is also very effective against these beasts. When you've killed all the wolves, you can get your reward from Harban.

Reward: HEP=10xPL, Gold=30xPL, House of Skelden Reputation +1, 1 Skill Point

Tip

You should use the nearby teleport station (4) to get back to Harban - you'll be transported right to the excavation site (2).

Before you can use the teleport station though, you'll have to complete the Teleport Quest beforehand.

1. Harban (Questgiver)
2. Teleport station at Excavations
3. House Skelden Mine
4. Teleport station at the quest place
5. Abode of the wolf pack

QUEST: THE WEAK LINK

Region:	Excavations	Skelden-Camp
Questgiver:	Ebrat Skelden ②
Location of Questgiver:	Ebrat lives in the second house within the guarded area on the right.

During the conversation with Ebrat, you find out that this Regent of Thalmont needs yet more proof of your trustworthiness before taking you fully into his confidence and the ranks of his followers.

He asks you to kill the guard at the entrance to the Karga camp and to take on a small blackmail job in Covengor.

The guard has to be killed stealthily- no alarm is to be raised that might endanger Ebrat's planned offensive.

Solution: Start the long journey to the Karga camp in Northwestern Thalmont - kill Marcas the guard who will be standing in front of the entrance to the lower rebel camp.

Then, on the way back to Ebrat, stop by in Covengor and put the fear of death into Eryn Calvo (►Quest "The Test of Loyalty") - this will convince him to prevent the informer Zan warning the Karga Clan in the future. Then return to Ebrat.

Now nothing stands in his way - he'll attack the rebel camp which you can then freely enter - and get the Scepter for your main quest.

Reward: Relic frame

Miscellaneous: Quest "Delicate Issue"- Required!!

QUEST: THE TEST OF LOYALTY

Region:	Excavations	Skelden-Camp
Questgiver:	Ebrat Skelden ②
Location of Questgiver:	Ebrat lives in the second house within the guarded area on the right.

During the conversation with Ebrat you'll find out that he's holding the rebel Maxia Calvo prisoner - and using her as a lever to blackmail her husband. He's trying to make Eryn Calvo betray the rebels.

He commissions you to visit Eryn Calvo in Covengor and pass on Skelden's message to him.

Solution: You have various options here. You could go straight to Eryn Calvo in Covengor... (➤ Quest "Breaking a Will...") or you could visit Maxia in her prison first. She's in the house diagonally opposite Ebrat Skelden's accommodation (➤ Quest "Playing with Hope").

Depending on your choice of side, you can either collect points with the House of Skelden or with the Karga Clan. Your decision will affect the course of the main quest.

After talking to you, Eryn Calvo is full of hope that you can free his wife. Otherwise he'd be forced to catch the informant and get him to betray his rebel friends. Ebrat Skelden's attack would catch the Karga camp off guard - and that would mean the end of the Karga Clan.

When you've left Eryn, you're still free to decide whether or not to free Maxia. If you do free her, Eryn will have no cause to turn traitor anymore. In this case, return to Eryn Calvo and make sure of your Reputation points with the Karga Clan.

If you want to keep working for the Skeldens, you should follow Ebrat's instructions. Otherwise you'll have to go the whole hog on the side of the Karga Clan.

Reward: Skelden-Clan Reputation +1 alternatively Karga-Clan Reputation +1

Miscellaneous: Quest "Delicate Issue"- Required!!

QUEST: PLAYING WITH HOPE

Region:	Excavations	Skelden-Camp
Quest-giver:	Maxia Calvo (3)
Location of Quest-giver:	Maxia is being held prisoner in the house opposite Ebrat's.

When you're allowed to see Ebrat, he'll give you new tasks - he'll also permit you to speak to Maxia Calvo... something which the guard wouldn't even hear of until now.

So you can enter his house - and make a decision.

Solution: Maxia asks you to free her. The key to her prison is lying on the floor in front of the bars. If you first get the key into your inventory then speak to her again - you can now give it to her, enabling her to escape. This'll mean you're a traitor in Ebrat's eyes- and you'll be attacked by his men as soon as you leave.

Alternatively, if you DON'T give Maxia the key, you'll remain on Skelden's side - that's the decision you have to make.

Reward: Skelden-Clan Reputation +1 alternatively Karga-Clan Reputation +1

Miscellaneous: Quest "The Test of Loyalty"- Required!!

QUEST: A DELICATE ISSUE

Region:	Excavations	Skelden-Camp
Questgiver:	Sano Moon ④
Location of Questgiver:	Sano Moon is Ebrat Skelden's right-hand man. You'll find him in the house to the right of Ebrat's stronghold.

Sano Moon has commissioned the smuggler Estar Gren to bring him a package. On the way to the excavations, however, Gren was ambushed - and the package was stolen.

Now Estar's hiding in Gorelin - he feels relatively safe there. You're supposed to scare him and take the package to Sano.

Solution: Travel to Gorelin and speak to Estar. You'll find him if you keep left after entering Gorelin and take a look around the open-air inn. Estar will tell you that the package has been stolen by a band of thieves now holed up in a nearby cave.

Look for the package (➤ Quest "The Dilemma") in the cave and then return to Sano Moon.

Reward: EP=25xPL, House of Skelden Reputation +2

1. Sano Moon (Questgiver)
2. Teleport station at Excavations
3. Thieves village Gorelin
4. Teleport station at Covengor
5. Karga hideout

QUEST: RUINING THE GROM'S WAR FOR THEM

Region:	Northeast of the Excavations
Quest-giver:	Menno Hagerard ⑨
Location of Quest-giver:	Menno, a soldier, is northeast of the Stag Horn Tower at the fork of the road from Komorin to Brumhill and the Excavations.

Groms have erected camps all round Tharbakin and are now threatening this town situated in the mountains of Thalmont.

Menno Hagerard asks you to steal three totems of theirs - this will make them superstitious and prevent an attack. Menno can't spare any of his own men, however - they're all needed on the excavation site.

He's offering 1500 pieces of gold as a reward!

Solution: There are three Grom camps to the east of the excavations. The totems are erected on a small mound in the middle of each camp. When you approach one of them, one of the Groms' fetishes will be put into your inventory. If you're fast enough, you can get the totems out of the camps without having to draw your sword - but the way back to the gates might be slightly more difficult, since the Groms, now on red alert, will do their utmost to stop you...

You'll find yet another totem on the road to Komorin - and this one's easy to steal... Shortly before you reach the village, you'll come across a large Grom camp at the foot of a rock face. The totem's behind the eastern entrance to the camp, on the right. It's only a short distance to travel - and the odds are good that you'll get out again with no problems. When you've collected three totems, return to Hagerard and get your reward.

Reward: 1,500 pieces of gold, House of Skelden Reputation +1, EP=10xPL

① Menno Hagerard
② Grom Camp 1
③ Grom Camp 2
④ Grom Camp 3
⑤ Grom Camp 4

QUEST: FRIEND'S FAVOR

Region:	Eastward from the Excavations on the end of the road
Questgiver:	Conn Krannach (10)
Location of Questgiver:	When you meet this respected and popular member of the Karga Clan, it will be in a lonely hut in the woods to the east of the excavations near the river Gon.

You'll be permitted to see Conn only when you've enough reputation points with the Karga Clan. Or... you could beat the guard?

When you finally get into the hut, Conn will ask you to get a small dwarven artifact from a mine.

The artifact is supposed to help cement the new tentative alliance between the Dwarves and the Clan - it's a statue of Throglin, the revered god of the Dwarves - and rumor has it that it's in an old tomb or underground mine somewhere.

Solution: Start by looking for the "Dark Soul Dungeon." It's located to the north of Conn's hut. Retrace your steps for part of the way on the path you used - but at the crossroads go straight on. You'll soon come to the dungeon entrance.

Unfortunately, several bandits have camped there - you'll have to eliminate them first. In the dungeon, you'll find the statue, along with the corpses of some of Ebrat Skelden's mine workers. The statue's on an altar at the end of the room. Bring the artifact to your Questgiver.

Reward: EP=10xPL, Gold=80xPL, Karga Clan Reputation +1

1. Conn Krannach (Questgiver)
2. Teleport station
3. Grom Camp 1
4. Dark Soul Dungeon
5. Grom Camp 2

QUEST: BANDITS' HIDEOUT

Region:	South of the entrance to the Skelden-Camp
Questgiver:	Set Kistor (5)
Location of Questgiver:	Set will be at the guard tower on the left (if you've come through the village's western gate).

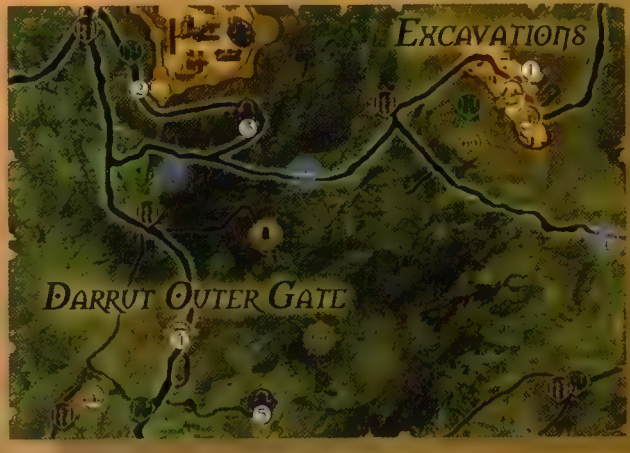
Set tells you about the bandit chief called Finch, a man who used to perform dirty work for the House of Skelden - but Finch seems to have fallen out of favor with the Skeldens - because you have to punish him - so you're off again - and this time your destination is Silver Plate Cave to the southwest of the excavations.

Solution: Just go back in the direction of Tharbakin and turn to the south before you reach the town. There's a guard at the cave entrance - but Set Kistor gave you the password, so getting into the cave is no problem - now you have to kill Finch and his people, if any of them are present. When you leave the cave, the guard also has to be silenced - otherwise the quest can't be completed!

Reward: EP=10xPL, Gold=30xPL; House of Skelden Reputation +1

Miscellaneous: Quest "Delicate Issue"- Required!!

Tip If the guard gives you problems lure a bear and a Wyvern - they're usually in the area - now enjoy the spectacle!



1. Set Kistor (Questgiver)
2. Entrance to Tharbakin City
3. Pale Stone Cave
4. Darrut Outer Gate
5. Silver Plate Cave (Your target)

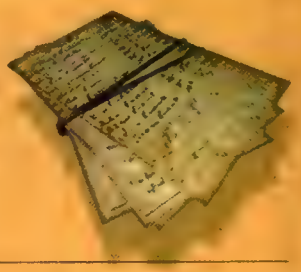
QUEST: A TRAITOR IN THE HOUSE

Region:	Excavations	Skelden-Camp
Questgiver:	Brokk (6)
Location of Questgiver:	You'll find Brokk, who's a soldier, on the way down to the excavations.

Brokk has found out that some important documents concerning the excavations are missing. He suspects that there's a traitor in his own ranks. The trail leads to Gorelin. Brokk commissions you to look for the spy - and, most importantly, to get the documents back.

Solution: The current owner of these papers is one "Zed Masara." When you enter Gorelin you'll find him on the left. It's really easy to get the documents from him - he thinks you're a Karga Clan messenger! Take the papers to Brokk - and your reputation with the House of Skelden will increase.

Reward: EP=10xPL, House of Skelden Reputation +1



QUEST: COLLAPSED GOLD MINE

Region:	South of the entrance to Skelden-Camps
Questgiver:	Kirgen (7)
Location of Questgiver:	At the deserted gold mine to the southwest of the excavations.

The old gold mine used to be important for the region - but most of the shafts have collapsed and it's now deserted. Kirgen, a member of the House of Skelden is guarding the site, making sure that no looters try to get in.

Solution: If you've enough reputation points with Skelden House, he'll open the mine entrance for you. If your reputation with them isn't good enough, carry out a few tasks for them, like (►e.g. the quest "Safe Neighborhood") in the excavations. Then he'll let you into the mine. Now you can start on your treasure hunt - a profitable activity, during which you'll come across many nasty Skeletons.

Reward: No reward (just the yield from the mine)

Miscellaneous: 2 reputation points with the House of Skelden are required.

Karga Camp

The Karga camp is the main base for the rebels in Northwest Thalmont. Originally founded by Ultar Karga, this former camp has meanwhile developed into a sizable, two-level village located at a steep mountainside. Access is strictly monitored. You can only enter the camp if you already have collected one reputation point for the Karga Clan.

Numerous different quests await you in the lower camp - but it's in the upper camp that you'll meet some main characters like Ultar Karga and his son Cahal- and it's here that you can get a glimpse of the first part of the Relic, the Scepter. You'll find it in the treasure chamber on the right, after you've come through the upper camp's entrance gate. The doors to this chamber will only open to you if you've already done Ultar a favor.

Ultar Karga's objective is to deprive his adversary Ebrat Skelden of power - so it should be easy to get Karga on your side if you take on Ebrat.

1. Ultar Karga
   (►A Final Strike)
2. Cahal Karga
   (►Eye for an eye)
3. Marcas (Guard)
4. Ethan
   (►Collecting Evidence)
5. Barra Gall
   (►Isa)
6. Antrai
   (►Drying Sources)
7. Teleport station at Karga Camp
8. Karga hideout

QUEST: A FINAL STRIKE

Region:	Karga Camp
Questgiver:	Ultar Karga (1)
Location of Questgiver:	Ultar is in his house in the upper camp. The entrance is guarded.

The House of Skelden is plotting against the King.

Ultar Karga believes that Ebrat Skelden is producing counterfeit money to finance his scheming plans... he asks you to find proof of this to restore the honor of the Karga Clan and discredit the Skeldens.

Solution: When you leave the hut for the lower camp, Cahal, the son of the rebel leader will speak to you - he'll ask you to kill Ebrat Skelden - and that's not exactly what his father wanted you to do! (► Quest "Eye for an Eye"). How ever you decide - first make your way to the excavations. If you want to try to carry out Ultar Karga's wishes, look for Sano Moon's house.

The proof you're looking for, a couple of printing plates, is in the last house on the right in front of Ebrat's stronghold. Open the door with a lockpick (when no one's around!). The plates are in the rear part of the hut, lying on the ground. Take them to Ultar Karga – and... Quest completed!

Reward: EP=25xPL, Relic, Karga Clan Reputation +2

(1) Teleport station at Skelden Camp
(2) Ebrat Skelden
(3) Sano Moon
(4) Brokk
(5) In the direction of the Karga Camp (outwith the map sector to the northwest)

QUEST: EYE FOR AN EYE

Region:	Karga Camp
Questgiver:	Cahal Karga ②
Location of Questgiver:	In the upper camp, near Ultar Karga's house.

Ultar wanted you to use the political way, to find proof and discredit the Skeldens - but his son, Cahal, is a different kettle of fish - he's a hard-liner, with bloody revenge in mind!

He asks you to kill Ebrat in his camp.

SOLUTION: If you happen to be at the excavations, you'll have to win the trust of the Skeldens first. Sano Moon will play a decisive role here (►Quest "Delicate Issue").

When you finally are permitted an audience with Ebrat, you can then (try to) make short work of him - BUT - beware! Ebrat's a great swordfighter... 'twill not be easy! Apart from that, his personal guard will also join the fray after a short time - and he won't be fighting on your side!

After you've assassinated Ebrat, get out ASAP – because word of the deed will spread fast. Back in the Karga camp, Ultar's son Cahal is very satisfied with your work - and even the rebel leader himself, Ultar Karga ultimately admits you did well (but with misgivings - he'd rather have had Ebrat discredited the political way).

REWARD: Relic, Karga Clan Reputation +2

QUEST: COLLECTING EVIDENCE

Region	Karga Camp
Questgiver	Ethan (4)
Location of Questgiver	Ethan is the lower Karga camp in the first house on the right.

Ethan needs documents which Zed Masara has in Gorelin. The documents contain secret information about the plans of Ebrat Skelden, who has set up camp at the excavation site.

Solution: If you've already activated the teleporters, you'll be whisked to Gorelin in the blink of an eye. Otherwise take the much-traveled trade route past Covengor.

When you get to Gorelin, you'll find Zed Masara on the left behind the gate. If you start talking to him, he'll give you the papers voluntarily and you can get back to Ethan.

Reward: Karga Caln Reputation +1

QUEST: DRYING SOURCES

Region	Karga Camp
Questgiver	Antrai (6)
Location of Questgiver	Antrai is the second person on the right in the lower camp.

Antrai is a former member of the Congregation - he left because he was sick of the internal power struggles. Now he prefers to serve as a healer of man and beast - and he has enough to do in the camp of the rebels, who are more than willing to fight at the drop of a hat - and most of them don't even need a hat to start the pleasantries!

During the conversation, you can offer Antrai two healing elixirs, since he's too busy to go look for herbs himself. Apart from that, Antrai admits that his skills in alchemy aren't world-shaking.

Solution: You'll need two healing elixirs - which you probably have in your pack anyway. If you've no potions left, kill a couple of Groms outside the camp and search their corpses... nothing here either? Then you can visit Tharbakin. The merchants there have potions available.

Reward: Spell Card (Blizzard), Karga Clan Reputation +1

QUEST: ISA

Region:	Karga Camp
Quest Giver:	Barra Gall (5)
Location of Quest Giver:	Barra can usually be found in the lower camp, somewhere along the left-hand row of houses

Barra is the camp judge.

He lets it drop that a good bounty has been put on Isa's head - because he betrayed Conn Krannach.

Solution: What you DON'T know at this point? Isa is already dead!

All you have to do is find the corpse and report to Barra. You'll find Isa if you keep to the left after you come out of the passageway through the cliffs, by which you exit the Karga camp.

Isa's corpse is on the left up the valley... in a cave behind the Maliel shrine. BUT BE CAREFUL! There's an adult grizzly bear watching that cave - and this is the creature that probably killed Isa.

Reward: Bounty - 5,000 pieces of gold, Karga Clan Reputation +1

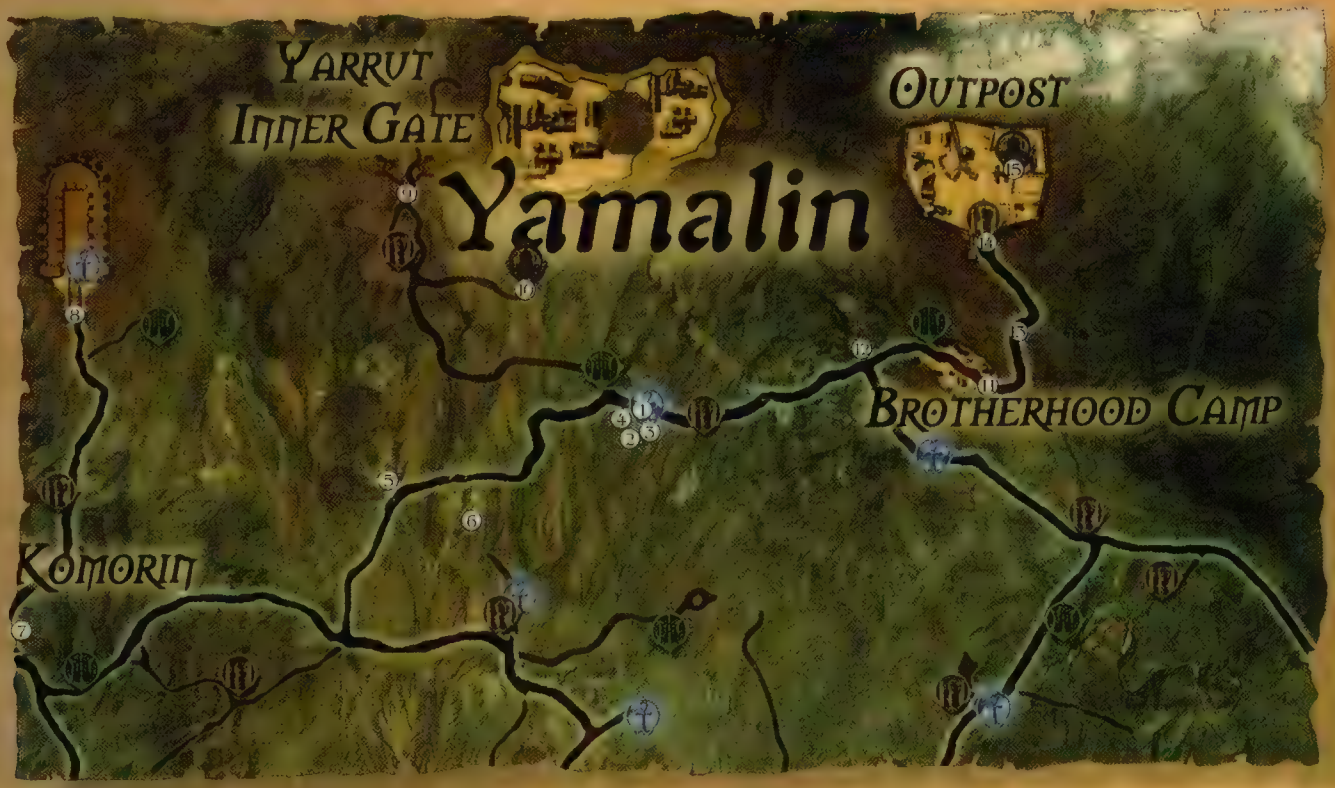
Northern Border

Northern Thalmont borders the Dwarves' territory - and it's a wild region. The law of the wilderness rules here. Packs of wolves and bears are all over the place. Brotherhood outposts are the last, lonely signs of civilization.

Make the most of this opportunity to collect some reputation points with this warrior guild. If you do, you can then trade at reduced prices in Brotherhood businesses - and quests are easier to come by in the more southerly regions...

Besides two military camps, there is a large outpost - it was destroyed because Necromancy was being practised there. When you enter this former stronghold for the first time, ruins and huge dragon skeletons are all you can see at first... but there ARE hidden mysteries, such as some treasure in the dungeon.

This place is close to the Dwarves' territory, so you might come across some of those small warriors. They'll have come through the inner Yarrut Gate and occupy the old Orna Mine. Due to the recent history involving war between Dwarves and Humans, the wee warriors are really aggressive. So keep an eye on them - they have excellent weapons and armor.



1. The Rusty Ogre Lodge
2. Savras Ram (➤Forgotten Lore)
3. Alfron Dekar (➤The Orna Mine)
4. Holi (➤The Lost Patrol)
5. Basil Tylar (➤The Hangman's Rope)
6. Old smuggler cave (➤ Black Magic)
7. Mountain vollage Komorin
8. Entrance to Throglin Temple (➤Forgotten Lore)
9. Yarrut Inner Gate
10. Orna Mine (➤The Lost Patrol)
11. Eskel Oldrot (➤Check up on the guard's brother)
12. Tidar Shog (➤A Paid Murde)
13. Ilon Kircer
14. Upper fort
15. Ton Nakiri (Prisoner)

QUEST: FORGOTTEN LORE

Region:	Northern Border	The "Rusty Ogre Lodge"
Quest-Giver:	Savras Ram ②
Location of Quest-Giver:	Near the "Rusty Ogre Lodge" beside the Brotherhood camp.

Some time ago, Savras Ram, a farmer's son, wanted to give up farming and join a troop of mercenaries. When the leader of the mercenaries, Hagrast Wisp came across Savras, Wisp gave him a key for the Temple of Throglin.

Savras was to enter the blocked-off area of the temple and find some mysterious Dwarven magic - but the farmer got cold feet - and now he wants to give you the key.

Solution: Finding the Temple of Throglin is no problem - it's marked on your map. This is where your Two Worlds adventure began! Maybe you remember the blocked-off area? It was closed to you then... On your way west from the camp, you'll first come to the imposing Inner Yarrut Gate, built by the Dwarves.

Watch out for Dwarves - some guards could be hanging around here... then follow the usual route which will take you around a steep mountain and pass Komorin before you arrive at the Temple of Throglin.

TIP: It won't take you as long if you ascend the steep mountain slope after the Yarrut Gate and go up the serpentines. When you reach the top, you'll see the tops of the temple towers. In the temple itself, open the second door in the rear and approach the pulsating energy source on the altar.

When you get close, energy current will pass through you. Now you can upgrade several of your skills... oh, and by the way, you'll find two interesting boxes behind the altar...

Reward: EP=10xPL, Skill Points

QUEST: THE LOST PATROL

Region:	Northern Border
Questgiver:	Holi ④
Location of Questgiver:	On the road before you reach the Brotherhood camp, beside the "Rusty Ogre Lodge".

Holi is a young member the Brotherhood.

He's worried about his brother who's with an overdue Brotherhood patrol - this patrol left to deal with several Dwarves who had come through the Yarrut Gate into Thalmont and occupied the nearby Orna Mine.

Solution: Take the road to the northwest and the Yarrut gate to get to the Orna Mine. Before you get to the Yarrut Gate, keep to the right and ascend a small hill. Now you'll see the mine village - full of Dwarves. The mine entrance is at the eastern end.

If you want to avoid a confrontation, leave the road to the Yarrut Gate earlier and ascend the steep slope in a northerly direction. This will bring you to the rear of the mine village and you'll be able to sneak to the mine entrance. Get in there fast and they won't see you! However - there are many Dwarves in the tunnels and shafts - so use the SNEAK mode to creep past the bigger groups - but try and kill the rest! Remember to extinguish the torches on the walls beforehand!

You'll come across the corpses of Holi's brother and the others at the rear of the mine, in a redly-illuminated chamber. Now you have to get out of there alive. A fast sprint should do it - but DON'T run into a dead-end! Return to Holi and give him the sad news...

Reward: Gold=30xPL, Brotherhood Reputation +1

QUEST: THE ORNA MINE

Region:	Northern Border
Questgiver:	Alfron Dekar ③
Location of Questgiver:	Alfron is almost always in the military camp near the "Rusty Oger Lodge".

Several Dwarves have come through the Yarrut Gate in the south and occupied the Orna Mine - not exactly a favorite discussion topic of the Brotherhood Camp Commander!

He's hiring mercenaries to tackle the problem – so Alfron Dekar wants you to kill the Dwarves' chief - he believes that the others will then lose heart and leave.

His spies have told him that the chief is currently inside the mine.

Solution: Take the road to the northwest and the Yarrut gate to get to the Orna Mine. Before you get to the Yarrut Gate, keep to the right and ascend a small hill. Now you'll see the mine village – chock-full of Dwarves. The mine entrance is at the eastern end. If you want to avoid a confrontation, leave the road to the Yarrut Gate earlier and ascend the steep slope in a northerly direction.

This will bring you to the rear of the mine village and you'll be able to sneak to the mine entrance. Get in there fast and they won't see you! However - there are many Dwarves in the tunnels and shafts - so use the SNEAK mode to creep past the bigger groups - but try and kill the rest! Remember to extinguish the torches on the walls beforehand!

The Dwarven chief has a large shield decorated with horns - you can't miss him...

Reward: EP=10xPL, 1 Skill Point, 700 pieces of gold plus 300 in advance, Brotherhood Reputation +3

QUEST: CHECK UP ON THE GUARD'S BROTHER

Region:	Northern Border
Questgiver:	Eskel Oldrot (1)
Location of Questgiver:	Eskel Oldrot guards the northern gate of the Brotherhood camp. The guardhouse is south of the main stronghold.

You'll meet Eskel at the northern gate in the lower Brotherhood camp. He's worried about his brother Loth, who's on guard duty in the main stronghold.

He's heard nothing from him for a while now - he'll ask you to see what's happening up there and at the same time find out how his brother's holding up.

Solution: After you speak with him, Eskel will open the (otherwise locked) northern gate - you can then take the steep path to the north.

BUT BE CAREFUL! Later a band of Groms will enter the scene - but they'll turn out to be relatively harmless. Soon you'll come across Ilon Kircer. This Brotherhood member has just come from the high stronghold - and he looks pretty confused. He tells you of dragon experiments that went wrong, of Necromancers and of a death wave from which only he was able to escape. Nevertheless, keep going north. When you reach the stronghold, you'll meet a knight (a Paladin) who also tells you of Necromancy and strange experiments - and says all the camp personnel has been killed. Corpses are everywhere.

Now go to the dungeon entrance in the northeastern corner of the camp - in the dungeon, look for Ton Nakiri's cell. Behind that prisoner is a dead man - it's Eskel's brother, Loth Oldrot. Nakiri tells you that Darat Honmoria, the Camp Commander was working together with the Necromancers. If you want, you can free Ton Nakiri by giving him a lockpick - this will enhance your reputation with the Brotherhood. Now return to Eskel and tell him the news.

But be careful: when you exit the dungeon, the Paladin will already have left his guard duty - and lots of Skeletons now control the area!

Reward: EP=10xPL, Brotherhood Reputation +1

QUEST: A PAID MURDER

Region	Northern Border
Questgiver	Tidar Shog ⑫
Location of Questgiver	You'll find him between the two Brotherhood camps, on the way to the main stronghold.

Tidar Shog, dragon egg smuggler, was working for the Commander of the Brotherhood stronghold.

He's angry - he hasn't been paid for the last delivery - and he offers you a lot of gold to kill Darat Honmoria, the Commander.

Tidar also tells you of weird experiments involving dragons.

Solution: Darat Honmoria is in the "Rusty Oger Lodge". When you speak to him, he at first denies that he's the one you're looking for - but then he offers you double the sum (2,000) if you kill Tidar Shog.

Once again, it's your choice! Either take the advance payment of 1,000 from Darat or attack him. Don't underestimate him as an opponent, though. If you do manage to kill him, you'll get a beautiful sword - and the 1,000 pieces of gold from Tidar.

On the other hand, if you accept Darat's offer to kill Tidar, take the advance payment, return to Tidar (who'll be waiting at the same place you last saw him) - and kill him. Now return to Darat and collect the other half of your reward. You COULD also just TAKE the 1,000 advance payment from Darat - and leave Tidar alive... ahh, decisions, decisions!

Reward: EP=10xPL, at least 1,000 pieces of gold and maybe Giriza Reputation +1

QUEST: THE HANGMAN'S ROPE

Region:	Northern Border
Questgiver:	Basil Tylar ⑤
Location of Questgiver:	Basil is mostly near his Mage's tower on the road from Komorin to the Brotherhood camp.

A mysterious character in a monk's cloak asks you to bring him a piece of rope - but not just ANY rope... no, it has to be freshly-used hangman's rope!

Basil won't tell you more...

Solution: Look for Gallows Hill. It's some distance west of the Thalmont Mountains.

Ideally, you should return to Tharbakin - or, even better, teleport there. Go west from Tharbakin towards Gorelin and Rovant. Gallows Hill will appear on the right after a while.

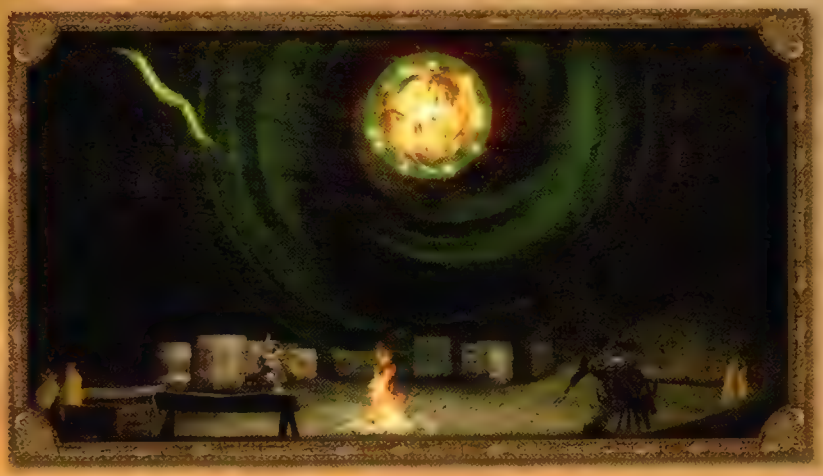
Search the ground around the gallows... you'll find a piece of rope there - pick it up and take it back to Basil. He'll be delighted - and he'll ask you to return later for another task-

Reward: EP=10xPL, Gold=30xPL, Necromancers Reputation +1

1. Basil Tylar (Questgiver)
2. Old Smugglers' Cave
3. Mountain village Komorin
4. Goat's Cave
5. Gallows Hill

QUEST: BLACK MAGIC

Region:	Northern Border
Questgiver:	Basil Tylar (5)
Location/ Questgiver:	Basil is mostly near his Mage's tower on the road from Komorin to the Brotherhood camp



Using the gallows rope you brought him, the Mage has meanwhile constructed a doll which he needs for a mysterious experiment... he asks you to take it to a cave occupied by thieves and report back to him afterwards.

Solution: You'll find the Old Smugglers' Cave a short walk away heading southeast from Basil's tower.

The cave entrance is accessed from above. Go around the rocks and you'll get to it - there'll be a couple of thieves standing there... As soon as you enter the cave, a spell is released - one which kills all those around you with a green flash.

Now report back to Basil, but don't forget to search the bandits before you leave the cave!

Reward: EP=10xPL, Necromancers Reputation +1

Miscellaneous: Quest "The Hangman's Rope" - Required!!

QUEST: MORE ROPE

Region:	Northern Border
Questgiver:	Basil Tylar (5)
Location of Questgiver:	Basil is mostly near his Mage's tower on the road from Komorin to the Brotherhood camp.

Basil is delighted with his success - he can't understand why you're angry with him - although you make it clear to him that he didn't even warn you...

However, he seems convinced of the quality of your work - and asks you to get another piece of freshly-used hangman's rope for him... This time he wants to kill Ebrat Skelden personally.

Solution: Save yourself the journey - there's no more rope there... but move away some distance from that tower - events will then take their course... While you're away, Basil is arrested by Tharbakin's Town Guard, who has heard of the Necromancer's doings. Just return to the Mage's tower.

Komar Ramza's on guard there - he'll speak to you. If you confess that you know about the rope, there'll be trouble... ideally, just act the innocent... and leave. However, if you DO answer honestly, Komar Ramza will attack you, since he'll then suspect that you're Basil's ally.

Reward: EP=25xPL

Miscellaneous: Quest "Black Magic"- Required!!

Tip As soon as you're far enough away from Basil's house, a menu will appear on your upper screen edge telling you that you've completed the quest successfully. Now return and choose the right dialog this time!

Western Thalmont

In Western Thalmont you'll go to the villages of Covengor, Rovant and Gorelin. Covengor is often written on maps with its old name - Covenant. In those villages, there are many side quests, which can fill your inventory with gold and useful equipment - so it's worth the effort to visit the villages and speak with the inhabitants

Covengor and Rovant are not fortified, but Gorelin is the northern base of the Giriza, the Thieves Guild. So they won't just let you sail in there... you'll have to collect two reputation points first before the gates to Gorelin will open up for you.

To do this, solve the following quests in Tharbakin: ➤ "Shadows over the Family" and ➤ "Work Withheld." Alternatively, you could kill the guards... You can make your first contacts with Necromancers on the mountain to the west of Covengor. These reputation points will benefit you later in the game, when you're exploring Antaloor's southern regions.

1. Old ruins
2. Grom Camp (➤A missing staff)
3. Graveyard of Covengor
4. Orm Varagor (➤Bring me some Taint)
5. Old Graveyard (➤Bring me some Taint)
6. Bandits Hideout (➤Extortion)
7. Dras Beclem (➤Alcohol Trail)
8. Eryn Calvo (➤Breaking a Will)
9. Berud (➤The Dangerous Rebel)
10. Ash Lorus (➤Follow the Thief)
11. Tyco Thorn (➤Clear out the Cave) (he is in the dungeon of Covengor)
12. Gallow Hill (➤A hangman's rope)
13. Jar (➤The Haunted Ruins)
14. Met (Guard in front of Gorelin)
15. Estar Gren (➤The Devil and the Deep Blue Sea)
16. Lars Sagana
17. Dungeon of Gorelin
18. Fort Adlerhorst (➤The Web of Fear)
19. The Old Barkin (➤The Web of Fear)

QUEST: ALCOHOL TRAIL

Region:	Covengor, Western Thalmont
Questgiver:	Dras Beclem (7)
Location of Questgiver:	You'll usually find this smuggler on the right, before you reach Covengor's northern gate.

It's hard being a smuggler these days... thieves are everywhere and Dras is finding it difficult to keep his delivery schedules.

He asks you to check out the road to Gorelin and get rid of any thieves that might be lurking around there.

Solution: Take the road to the south and ascend the mountain slope. You'll meet Hatver Riseda, a thief, shortly before you reach the summit.

Now you can be friendly but firm with him and get him to leave... or you can fight. If you make it clear to him that he'll lose if he fights you, he'll give you five bottles of "moonshine"... but if you kill him, you'll get all ten of his bottles.

In both cases, return to Dras Beclem and get your reward. Dras tells you that he recently sold 5 bottles to Rilis Wellgar in the village. You could buy these for a (rather high) price of 50 pieces of gold per bottle.

Reward: EP=10xPL, Gold=30xPL, Merchants' Guild Reputation +1

1. Dras Beclem (Questgiver)
2. Thieves Cave at Covengor (Covenant)
3. Thief Hatver Riseda

QUEST: BREAKING A WILL

Region	Covengor, Western Thalmont
Quest-giver	Eryn Calvo ⑧
Location of Quest-giver	Eryn, the husband of Maxia Calvo, is usually around the village square in Covengor.

This quest can only be taken on if you're under contract to Ebrat Skelden. Ebrat is holding Eryn's wife Maxia prisoner - as a trump card to play against the rebels.

Eryn is supposed to ensure that no word of Ebrat's next attack on the rebel camp leaks out. If the rebels don't learn of the attack, it will be the end of the Clan Karga.

If you ARE currently working for Ebrat, you can find Eryn Calva and give him the message.

Solution: Speak to Eryn Calvo - make sure he knows that Ebrat Skelden will kill his wife if he doesn't comply. During the conversation, your sense of duty and your compassion for the man put you in a quandary.

Eryn Calvos' plight - either betray his friends or lose his wife - convinces you – and you finally tell him you'll try to free Maxia. It's still your decision, however...whether you free her or change your mind... if you want to stay in Ebrat Skelden's good books, you better do as he asked. What you decide now will affect the solution of the main quest - the acquisition of the Relic.

Ultimately, you'll HAVE to take one side or the other in Thalmont if you want to get your hands on that Scepter - but don't worry - how ever you decide, you can still solve the main quest.

Reward: 300 Gold, House of Skelden Reputation +1 alternatively Clan Karga Reputation +1

QUEST: FOLLOW THE THIEF

Region:	Ahead of Thieve's Cave at Covengor, Western Thalmont
Questgiver:	Ash Lorus ⑩
Location of Questgiver:	Ash is in front of the thieves cave to the south of Covengor.

Someone has stolen a family heirloom from Ash Lorus.

The piece, a ring, only has sentimental value, but Ash nevertheless followed the thief, Tyco Thorn, all the way to the cave entrance- he's too timid to go in there though.

So now he asks you to enter the cave and bring back his ring.

Solution: The cave is relatively small and circular. So you can't miss Tyco Thorn. You'll come across numerous Skeletons in the cave itself.

Tyco will give you the ring without resisting - he's realized that it's worthless. Then he surprises you with a little quest of his own (➤ Quest "Clear out the Cave").

Reward: EP=10xPL, wooden bludgeon, Brotherhood Reputation +1

1. Cave entrance
2. Magnesite appearance (➤ Mobile Teleporter)
3. Magnesite appearance (➤ Mobile Teleporter)
4. Thieves Hatver Riseda (Your target)

QUEST: CLEAR OUT THE CAVE

Region:	Thieves Cave, Western Thalmont
Questgiver:	Tyco Thorn (11)
Location of Questgiver:	The thief is located in the Thieves Cave to the south of Covengor.

Tyco had asked a nasty Mage to protect his cave by means of Skeletons, to scare off persistent pursuers. These Skeletons have got out of hand - they've started attacking Tyco as well now.

He's in a tight spot - and he can't leave the cave. He commissions you to get rid of all the Skeletons in the cave.

Solution: Since the cave is circular, you're bound to come across the bony warriors. Walk in one direction and kill them all. Why one direction? Because then you're also bound to come to Tyco Thorn... who will then pay you for your troubles.

Then the thief will send you to the Necromancer Mage, Orm Varagor, who was responsible for the traitorous Skeletons - and Orm will give you a new quest.

Apart from that, making contact with the Necromancers' school will eventually do you good... (►Quest "Bring me some Taint")

Reward: EP=10xPL, Gold=30xPL, a Ring, 1 Skill point

Miscellaneous: Quest "Follow the Thief"- Required!!

QUEST: BRING ME SOME TAINT

Region:	Northwestern of Covengor, Western Thalmont
Questgiver:	Orm Varagor, Necromancer (4)
Location of Questgiver:	Orm Varagor lives in his hut to the northwest of Covengor.

The Necromancer Orm Varagor is presently working on a dark experiment.

He seems to want to construct a link to another world - but to do this he needs a shoot of Taint. He commissions you to find this rare and much-feared plant.

Solution: You'll find the "sprouts" of the Taint in every cemetery on Antaloor.

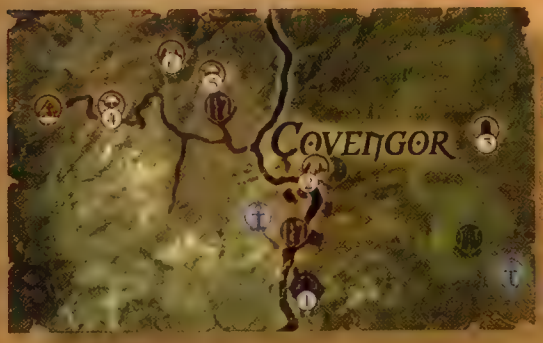
Look for a green beam of light and that'll be a Taint shoot - easy to find... South of the Necromancer's house is the old Covengor cemetery - you'll strike gold.. no, green... there.

Take the shoot to Orm. He turns out to be a greedy one, though - he wants more (➤Quest "Bring me some more Taint"). These side quests will take up some time... (➤ Quest "Bring me more Taint" and ➤ Quest "Bring me more Taint – one last time!").

Even if it's tiresome searching for these Taint shoots, it's worth the trouble, because powerful spells will be your reward.

Reward: Necromancer's spell Cards; Necromancer's Reputation +1

Miscellaneous: Quest "Clear out the Cave"- Required!!



1. Thieves Cave
2. Village Covengor
3. Bandits Hideout (➤ Extortion)
4. The old graveyard of Covengor
5. The graveyard of Covengor
6. The Nekromancer's Hut of Orm (Questgiver)

QUEST: BRING ME SOME MORE TAINT

Region:	North-western of Covengor, Western Thalmont
Questgiver:	Orm Varagor, Necromancer (4)
Location of Questgiver:	Orm Varagor lives in his hut to the northwest of Covengor.

One Taint shoot isn't enough for Orm to complete his experiments - he asks you for another three shoots.

Solution 3 x Taint shoots: You'll find two plants in the old Covengor cemetery to the west of Orm's hut. You probably passed them beforehand on the way to his place. There are zombies and skeletons in the cemetery... so be careful. The Taint plants often grow right beside Necromancers' houses... so a quick look could be rewarding!

Reward: 1 Necromancer spall card; Nekromancer's Reputation +1

Miscellaneous: Quest "Bring me some Taint"- Required!!

QUEST: BRING ME MORE TAINT

Orm never seems to be satisfied with what he's got - he always wants more... and more...and now he wants five more shoots from you...

Solution 5 x Taint shoots: You'll find two plants in Covengor cemetery to the northwest of the village and two more on Gallows Hill to the east of Covengor. You'll find the fifth Taint shoot in the cemetery at Hos' dwelling.

Reward: 1 Necromancer spall card; Nekromancer's Reputation +1

Miscellaneous: Quest "Bring me some more Taint"- Required!!

QUEST: BRING ME MORE TAINT – ONE LAST TIME!

Last but not least, Orm now wants another 10 Taint shoots from you!

Solution 10 x Taint shoots: Collecting this amount will take a while - ideally, you should search all the cemeteries you pass and collect all the Taint plants you can find on your travels. One cemetery is located on the way to Brumhill, another is in Windbreak and more are south of the Gon, as depicted on the map. When you've collected enough Taint shoots, go back to Orm and get the last Spell Card.

Reward: 1 Necromancer spall card; Nekromancer's Reputation +1

Miscellaneous: Quest "Bring me more Taint"- Required!!

QUEST: THE HAUNTED RUINS

Region:	Western Thalmont
Questgiver:	Jar, bodyguard of Solon Moraios, the Enlightened (13)
Location of Questgiver:	Jar will be standing not far from the wall to the right of Solon Moraios' dwelling, on the road from Tharbakin to Gorelin.

Jar relates the story of the haunted ruins near Gorelin.

Rumor has it that some treasure seekers looking for old Dwarven items there were never seen again.

Solution: Curious? Then take the steep mountain trail to the west when you leave Gorelin. The ruins are on several levels. At the top, you'll also find the entrance to an underground cave system where treasures are to be found!

On the way to the cave, you'll come across wild animals and a Grom camp. You have a choice - fight or avoid them.

Reward: Only the yield in the mine

QUEST: THE DEVIL AND THE DEEP BLUE SEA

Region	Gorelin, Western Thalmont
Quest with	Estar Gren (15)
Location of Questgiver	Estar is usually hanging around the open-air inn in the northern part of Gorelin.

If you've been commissioned beforehand by Ebrat Skelden's right-hand man, Sano Moon, to look for Estar Gren in Gorelin, the following quest will present itself to you...

Estar knows that Sano Moon really needs the package - but he no longer has it - the rebels have stolen it from him. He tells you that the stolen package is in a Karga Clan cave hideout a little further to the north - but he won't tangle with them...
Estar knows that Sano Moon's not pleased with him - but he fears the rebels even more. He asks you to get the package for him - and you'll do it - but only if he gives you the gold he got from Sano Moon - all of it!

Solution: It's easy to find the cave if you take the road leading north to Covengor. The road forks west and a small path winds its way up the mountain. It's here that you'll find the secret storehouse of the rebels. A guard's on duty in front of the cave - you'll have to kill him before you get inside for the package. Take the package back to the excavations.

If you already have one reputation point with the Karga Clan, the guard will let you into the cave - then it's a cakewalk - just get the package...

Reward: Giriza Reputation +1

Miscellaneous: Quest "Delicate Issue"- Required!!

QUEST: THE WEB OF FEAR

Region:	Western Thalmont
Questgiver:	Old Barkin ⑲
Location of Questgiver:	He'll be in the middle of the deserted village on the road from Clovelly to Rovant, more or less on a level with the Darrut Gate.

In the heart of the wilderness, you'll suddenly come upon a deserted village - and "Old Barkin" will talk to you.

He repeatedly asks you to leave the place ASAP - and to forget him and the other inhabitants... he also murmurs that no one must know you met him, otherwise they will all be in great danger...

Old Barkin does ultimately explain a little more... he tells you of a sacred grove to the west of the settlement - and you dare not enter it, otherwise the settlers will regret it...

Solution: It would certainly have been better for the settlement if Old Barkin had expressed himself a little more clearly... but his mysterious words interest you, however - and instead of avoiding the grove as he begged you to do, you go straight there. If you DO enter this grove, which is to the west of the village, even if it's only to help the villagers lose their fear, fate will run its course...

You'll come across a Giant in there... if you beat him, then return to the settlement, you'll find even more Giants there - and they've meanwhile killed all the inhabitants. Your help will have come too late. If you'd listened to Old Barkin's words, the settlement would have been spared... but don't dwell on it... after all, you DID ask him why he was scared and he didn't tell you... so just forget it.

Try to kill the Giants - because in their inventory you'll find lots of goodies. If your conscience allows, you could take a look at the dead villagers and 'see if they need anything'!

Tip DON'T get involved in hand-to-hand combat with the Giants - you'll lose. If you possess the "Firewall" Spell Card, use that against them, or use other long-distance weapons - but no close-up stuff, please!

Reward: EP=10xPL

QUEST: THE DANGEROUS REBEL

Region:	Covengor, Western Thalomont
Questgiver:	Berud ⑨
Location of Questgiver:	This soldier and Skelden man will usually be in the center of Covengor.

Berud commissions you to kill Conn Krannach, the important Karga Clan member.

If you accept the mission, Berud promises you lots of gold and outstanding reputation points with the House of Skelden.

Solution: You'll find Conn in a hut in the woods to the east of the excavations. Stay on the path that runs behind the excavations until it wanders off in the direction of the Gon.

If you want to get to Conn in his hut, you'll have to get past Noals first - and to do this, you'll need reputation points with the Karga Clan, or you can kill Noals. Then make short work of Conn and get your reward from Berud.

Reward: Gold=80xPL, House of Skelden Reputation +1

① Teleport station at Covengor

② Berud (Questgiver)

③ Teleport station

④ Conn Krannach - (Your target)

Clovelly

Clovelly is a small fishing village which has been growing in importance in the last few years and now plays a major role in Western Antaloor.

OK, the main quest doesn't involve this place - but a visit to it may prove rewarding. Lots of quests will bring you equipment, gold and experience points. The villagers have a very intricate network of relationships, too. If you're not careful, you'll end up as a marriage counselor - but that's not one of the worst tasks!

You'll also meet one of Antaloor's strangest creatures near Clovelly. The Scapulari resemble sea creatures in many respects - but they use two legs on land. If you stay long enough in Clovelly, you'll solve the secret of the Scapulari.

1. Stico Cave
2. Greston (►Greston's request)
3. Virgul (►Find my compass)
4. Four Oaks Cave
5. Earth Claw Tower
6. Etar (►Fisherman's problem)
7. Faoda
8. Tomal Aikos (►On the trail of the ring)
9. Maya Moratos (►Talk to Maya)
10. Theron Hloos (►Young love)
11. Aias Moratos (►Rivals in love)
12. Jemma Moratos
13. Verno (►A Problem with Scapulari)
14. Amerleen
15. Solan Murbar
16. Broven (►The brother of Amerleen's husband)
17. Hesmar Bratya (►Find the reason for Yatholen's Anger)
18. Clovelly Cave

QUEST: FISHERMAN'S PROBLEM

Region:	Clovelly
Questgiver:	Etar ⑥
Location of Questgiver:	This fisherman is often behind Clovelly's north gate, on the right hand side.

Etar's existence is being threatened. Since Virgul the pirate has anchored in Stico Bay, his catch has dwindled to almost zero.

Experienced fishermen know when the shoals of fish will be coming to Stico bay.

Etar must be there when the shoals arrive - and he promises you a nice reward if you can get rid of the pirates for him.

SOLUTION: Stico Bay lies to the north of Clovelly. Follow the coast until you meet Virgul who's searching desperately for his ship's compass. He can go nowhere without it.

Take on Virgul's mission to get his compass back (➤ Quest "Find my compass") - when you return it to him, he'll sail away and Etar will catch the shoals when they arrive in the bay.

REWARD: Gold=30xPL, EP=10xPL

Quest: Find my compass

Region:	Clovelly, Stico Bay
Questgiver:	Virgul ③
Location of Questgiver:	In Stico Bay, north of Clovelly.

Virgul cannot sail away into deep water without his compass - so he has to stay in Stico bay.

He commissions you to find it for him. A member of his crew has supposedly stolen it and is now hiding in a nearby cave.

Solution: To find the cave, turn away from the sea and travel northeast.

You'll soon see the cave entrance. There you'll meet Greston who now has the compass - and not the missing crew member. You can kill Greston and take the compass or take on a quest for him - (➤ Quest "Greston's request"), in which case you'll also get the compass right away! So now you should choose whether to help Greston – or finish him off.

When you have the compass, return to Virgul. He announces that he'll sail away that very day.

Reward: Gold=30xPL

Miscellaneous: Quest "Fisherman's problem"- Required!!

Quest: Greston's Request

Region:	Stico Bay, Höhle
Questgiver:	Greston ②
Location of Questgiver:	Ahead of Stico Cave.

Greston will tell you where the missing pirate is if you do him a favor. It's a family matter.

This young man robbed his mother in Clovelly when she wouldn't give him money to go out. He's now got a bad conscience and is too ashamed to return to the village.

He asks you to say sorry to his mother Faoda in his name.

Solution: When you've taken this job, Greston will then give you the compass, the object of your search. He found it beside the body of Virgul's crew member. The pirate was supposedly killed by his pursuers. However, in the heat of the moment, they seemingly forgot to take the compass. You're a wee bit surprised that Greston gives you the compass without a murmur - now you could take it back to Virgul.

You can still choose - do the favor for Greston with his mother or not. Faoda will be in the first row of houses on the left as you go in the north gate of the village. If you tell her what her son said, she'll forgive him right away. Return to Greston and tell him that.

Reward: Compass, EP=10xPL

Miscellaneous: Quest "Find my compass"- Required!!

QUEST: A PROBLEM WITH SCAPULARI

Region:	Clovelly
Questgiver:	Mayor Verno (13)
Location of Questgiver:	Mayor Verno is often beside the fountain in the southern part of Clovelly.

Scapulari have been regularly attacking the village. The villagers want something done about it. That's why the Mayor asks for your help.

Verno suggests you visit the Mage Hesmar Bratya - he knows about the Scapulari and can possibly provide the solution.

Solution: Don't try killing the Scapulari in their camp south of the village - like a hydra, new, even worse creatures will just turn up.

You really have to go to the Mage - he's in his dwelling south of the village. Both of you together uncover the secret - it has to do with the god of the sea, Yatholen. (➤ Quest "Find the reason for Yatholen's anger").

If you solve this quest and the next two as well, you can return to Verno and tell him that the Scapulari problem has been solved.

Reward: 650 pieces of gold

QUEST: FIND THE REASON FOR YATHOLEN'S ANGER

Region:	Clovelly
Questgiver:	Hesmar Bratya (17)
Location of Questgiver:	The Mage lives to the south of Clovelly.

The Mage Hesmar Bratya can tell you more about the sudden appearance of the Scapulari.

It's supposed to involve a curse of Yatholen, the god of the sea. If the cause of his anger isn't found, Scapulari attacks on the village will continue.

The Mage advises to look for any kind of occurrence in Clovelly that might have caused this.

SOLUTION: Return to Clovelly and approach the village from the south. You'll now meet Broven. Talk to him and you'll find out that the widow Amerleen has lost her husband at sea.

Broven is the drowned man's brother. Speak to Amerleen, too, then return to Hesmar Bratya (► Quest "The brother of Amerleen's husband").

REWARD: Another quest.

Quest: The Brother of Amerleen's

Region:	Clovelly
Questgiver:	Broven (16)
Location of Questgiver:	Broven is usually to the south of Clovelly, a little way outside the village.

Broven tells you that his brother drowned while fishing - and wants you to visit his sister-in-law, the widow Amerleen.

Solution: Amerleen's house adjoins Broven's, to the north. She tells you that she cursed Yatholen for taking her husband from her. Return to the Mage with this information.

Bratya doubts that this alone could cause Yatholen to be so angry. He suspects that there's more to Darven's death than meets the eye (Darven is Broven's brother). He tells you to return to Broven - and sure enough - when you go back there and talk to Broven again about the death at sea, it transpires that the poor guy didn't die at sea at all - but on dry land!

Broven apparently killed his brother in an argument, then buried the body in the spot that the Scapulari now call home. Return to the Mage with this information (➤ Quest "Talk to Amerleen").

Reward: Another quest.

QUEST: TALK TO AMERLEEN

Region	Clovelly
Questgiver	Hesmar Bratya (17)
Location in Questgiver	The Mage lives to the south of Clovelly.

When Hesmar Bratya finds out from you how Darven really died, the Mage understands why the Scapulari are up in arms.

The god of water is Lord of all those that die at sea. So now the god thinks he's been unjustly accused by Amerleen's curse, since Darven died on dry land - so he sent the Scapulari to revenge his divine honor.

Hesmar Bratya realizes that only a human sacrifice will appease Yatholen now. Someone has to die at sea in Darven's place. The Mage advises you to tell the widow all this, so that she knows the how, why and wherefore...

Solution: If you tell Amerleen the truth about the death of her husband, she'll be shattered - she'll blame herself for what has befallen the village.

Now if you visit Broven again, he'll tell you that Amerleen has sacrificed herself for Clovelly. Return to Hesmar Bratya and report.

Hesmar firmly believes that the curse has now been lifted with Amerleen's sacrifice. Now you can tell Mayor Verno about events.

Reward: No reward.

QUEST: RIVALS IN LOVE

Region:	Clovelly
Questgiver:	Aias Moratos (11)
Location of Questgiver:	Aias Moratos is near the east gate.

Aias Moratos' daughter Maya has a young admirer called Theron.

The father doesn't want Theron around - he's a poet and therefore a weakling in Aias' eyes.

The father even beat up the young Romeo recently.

When Aias' sees you, he gets it into his head that you should also teach this weakling to stay away from his daughter. He promises a fat reward.

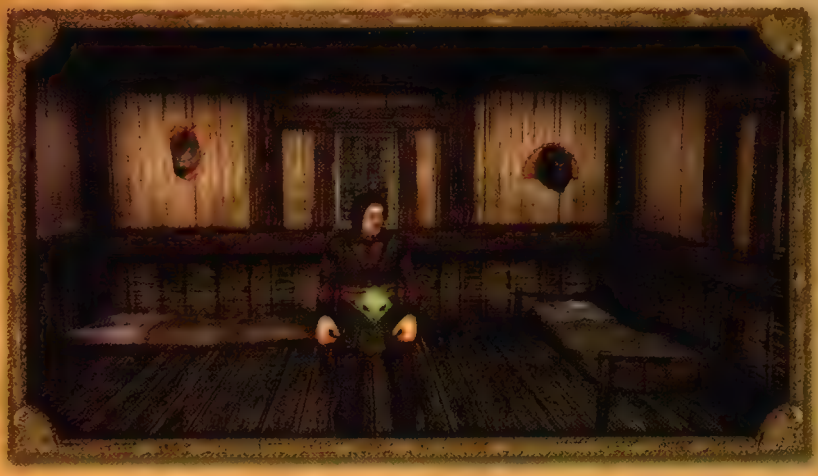
Solution: Two choices again - go to Theron Hloos' house in the village center and kill him quietly - an easy task, since he's usually inside the house - then you'll get the reward when you return to Aias.

OR, talk to Theron and maybe learn some interesting nuggets of information (➤ Quest "Young love").

Reward: Gold=30xPL, EP=10xPL

QUEST: YOUNG LOVE

Region:	Clovelly
Questgiver:	Theron Hloos (10)
Location of Questgiver:	Maya's would-be Romeo lives in the village center.



Theron doesn't have a violent nature - but he does surprise you with his pent-up energy. You can still decide whether to help Maya's father or the young lovers.

Maya is seemingly being held at home against her will - and Theron will on no account give up his love.

If you take on Theron's quest, you can follow his suggestion and speak with Maya's mother. She doesn't mind the young man - at any rate, she certainly doesn't despise him like her husband does.

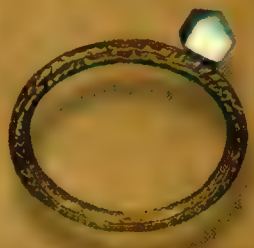
Solution: Return to the Moratos' house to the right of the east gate - put in a good word for the young man with Maya's mother.

You'll find out that she has nothing against Theron in principle - but she expects him to prove that he can provide for her daughter. Proof of this in her eyes would be a nice engagement ring.

When you've got the ring, (➤ Quest "Thieving neighbor"), you can either return to Theron Hloos - in which case Jemma Moratos will permit you to speak with her daughter Maya - or you can betray the young lovers and take the ring to Maya's father.

Reward: No reward

Miscellaneous: Quest "Rivals in love "- Required!!



QUEST: THIEVING NEIGHBOR

Region:	Clovelly
Questgiver:	Theron Hloos (10)
Location of Questgiver:	Maya's admirer lives in the village center.

When you tell Theron about the engagement ring, he's distraught. He recently had an overnight guest who stole the ring Theron had bought for Maya.

Theron's unlucky - he buys a ring, then has it stolen...

If you take pity on Theron, talk to him and offer to talk with the neighbor whose thieving friend Theron had in his house overnight.

Solution: Tomal Aikos the neighbor lives beside Theron, in the house to the north side. He gives you still more information (► Quest "On the trail of the ring").

When you have the ring, you have two choices - you can either take it back to Theron - or you can find Maya's father, Aias Moratos, and sell it to him instead (► Quest "Betray the lovers").

Reward: Another quest.

Miscellaneous: Quest "Young love"- Required!!

1. Etar (►Fisherman's problem)
2. Mayor Verno (►A Problem with Scapulari)
3. Broven (► The brother of Amerleen's husband)
4. Aias Moratos (►Rivals in love,►Betray the lovers)
5. Theron Hloos (►Young love)
6. Tomal Aikos (► On the trail of the ring)
7. Maya Moretos (► Talk to Maya)
8. Jemma Moretos
9. Amerleen (►Talk to Amerleen)

QUEST: ON THE TRAIL OF THE RING

Region:	Clovelly
Questgiver:	Tomal Aikos ⑧
Location of Questgiver:	Tomal Aikos' house is beside Theron's, but to the north a little.

Tomal confirms Theron's story.

When you really press him, he'll tell you where this thieving friend of his, Womak Engar, is hiding - in the woods east of Clovelly.

SOLUTION: Leave Clovelly by way of the east gate and head east into the woods. You'll soon come upon a small campfire and Womak Edgar.

Confront him - he'll give you the ring. However - he'll soon attack you, helped by two friends of his. When you've killed them, you can either return to Theron with the ring (➤ Quest "Talk to Maya") or find Aias Moratas (➤ Quest "Betray the lovers").

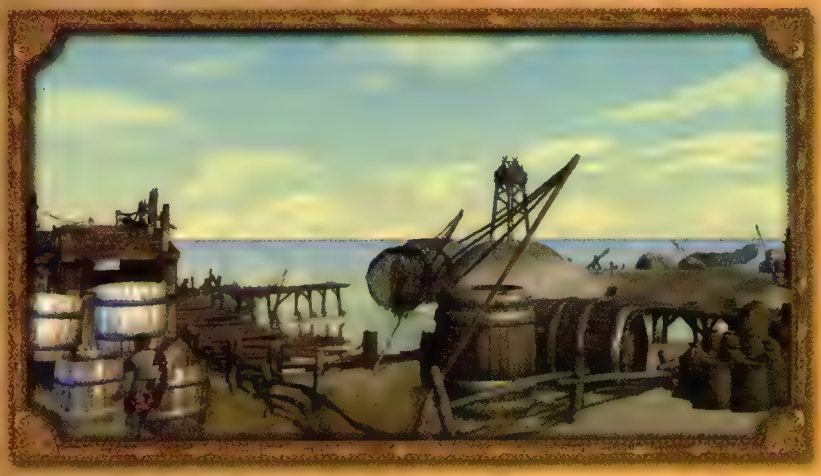
To complete the quest, you'll also have to speak to Tomal Aikos - and really give him a piece of your mind.

REWARD: Theron's Engagement Ring for Maya

MISCELLANEOUS: Quest "Thieving neighbor"- Required!!

QUEST: BETRAY THE LOVERS

Region:	Clovelly
Quest given:	Aias Moratos ⑪
Location of Quest giver:	Aias is standing behind the east gate.



If you talk to Aias Moratos again after having taken on the Theron's quest to find the ring (➤ Quest "Thieving neighbor"), Aias will find out about the ring quest you're on.

Since he's desperate to prevent the marriage at all costs, he'll offer you a good reward for the ring if you can find it.

He believes that this would discredit Theron in Maya's eyes...

Solution: If you want the money from Aias, take the ring to him. You can do this as soon as you've taken the ring from Womak. Now Aias Moratos can make Theron really look bad - "This guy can't even buy you a cheap ring!" (or Antaloor words to that effect).

Reward: Gold=80xPL, EP= 10xPL

Miscellaneous: Quest "On the trail of the ring "
- Required!!

QUEST: TALK TO MAYA

Region	Clovelly
Questgiver	Maya Moratos ⑨
Location of Questgiver	Coming from the east gate, the house is on the right - Maya is inside.

When you've told Theron of your success with the ring, he asks you to go to Maya's mother, to tell her that the ring is at last there.

SOLUTION: When the mother has seen the ring, you may talk to Maya. The young lady is at the back of the house.

She tells you that Theron and she want to run away and start a new life together. Solan Murbar the Mage will help them, she says - he's just waiting for the word...

Tell the Mage about this and the quest is completed. Solan Murbar is on the left when you enter the south gate. Maya and Theron will no longer be in the village.

REWARD: EP10xPL

MISCELLANEOUS: Quest "On the trail of the ring "- Required!!

Four Stones

Four Stones is a small village on the main trading route between Tharbakin and Cathalon.

The settlement got its name from the four obelisks surrounding it. Being so close to EARTH CLAW TOWER, the place has a few links to the Necromancers.

One of the side quests in Four Stones, for instance, will get you involved in the conflict between the Congregation and the Necromancers. The walls around the village protect it from many lurking, aggressive creatures.

If you leave the village by way of the west gate - phew! just be extra careful!

1. Road to Tharbakin
2. Bandits camp
3. Mostrol Mirra (➤The Healers' Gathering)
4. Grah Magna
5. Annon Moha (➤I AM the real one!)
6. Juna Evrist (➤Black Shadow)
7. Esperon Hiatos (➤Talk to Arch Mage)
8. Scar
9. Laza Larat (➤Donation)
10. Abandoned Works
11. Amber (➤Orcish Prophecy)
12. Sygius Destrus (➤Public Enemy)
13. Cathalon North Entrance
14. Plundered Caravan
15. Cathalon Southwest Entrance
16. Road to Windbreak

QUEST: I AM THE REAL ONE!

Region:	Four Stones
Questgiver:	Annon Moha (5)
Location of Questgiver:	Annon lives in his mage's Tower in Four Stones

Annon Moha, a Mage with a great reputation, has permitted a double of himself to be made.

Now he regrets it and wants your help. To get rid of his double, he'll need to destroy the mirror that was used in the procedure - but his apprentice Esperon Hiatos has it - and he's also in Four Stones.

Solution: Go to Esperon Hiatos. He's beside an open-air inn in the village center - you'll recognize him by his cowl. Talk to him about the mirror.

In the following series of quests, you can decide whether you want to take the mirror to Annon, or go to the Mage Lokar Maios in Cathalon - he's the one who thought up this double spell. However, if you help Lokar, you can't take on Annon's quest.

If you take the mirror to Annon, he can then destroy his double and start his normal life again with his apprentice.

Reward: EP=10xPL, Gold=30xPL

Miscellaneous: You'll find out that there's an identical quest in the "Windbreak" region. This isn't an error - the reason lies in the very nature of the quest itself - Annon Mohas' double in Windbreak says that he's the real Annon.

Unfortunately we don't know which one actually IS real... you'll have to eventually go with one or the other of the Annons - or give Lokar Maios the mirror in Cathalon (➤ Quest "Return the mirror" in Cathalon).

QUEST: TALK TO ARCH MAGE

Region:	Four Stones
Questgiver:	Esperon Hiatos (7)
Location of Quest:	Four Stones, in the village center at the open-air inn.

Annon Moha asked you to retrieve the mirror used to duplicate his person from his apprentice Esperon Hiatos - but Esperon thinks that you might give it to the wrong Annon.

He doesn't know which one is his master - and certainly wants to avoid his real master vanishing if the wrong one gets the mirror. Esperon has an idea: He hopes that Lokar Maios in Cathalon will be able to tell them apart. This Arch Mage was responsible for the duplicating spell - and he knows Annon well. The apprentice insists that you give him an identifying mark on the real one - otherwise he won't give you the mirror.

Solution: Go to Cathalon and speak with Lokar Maios (►Quest "Return the mirror"). To do this, head south on the main trade route towards the capital city - the Mage Lokar Maios is at the city's central fountain.

Reward: No reward.

Miscellaneous: Quest "I am the real one" in Windbreak or
Quest "I AM the real one" in Four Stones - Required!!

When you meet Lokar Maios, he's also going to want the mirror from you. When you HAVE the mirror, there are three ways of getting rid of it.

1. Lokar Maios (►Return the mirror)
2. North Entrance to Cathalon
3. Southwest Entrance to Cathalon
4. Dungeon of Cathalon
5. Teleport station of Cathalon

QUEST: DONATION

Region	Four Stones
Quest giver	Laza Larat (9)
Location in Quest giver	This young lady is standing on the right a short distance before you reach Four Stones' south gate.

Laza's mother is very sick and she's nursing her.

To get enough money to pay for her mother's medicine, she collects herbs nearby - but it's just not enough and she asks you for a little donation to help her buy the lifesaving medicine.

Solution: Give Laza 5 pieces of gold for her sick mother's medicine. This won't make you any profit today - but every time you visit her in the future, she'll give you herbs which you can use as alchemy ingredients.

After a while, however, you can't find Laza at the usual place - instead a man called Gil is there - and he tells you that Laza has been torn apart by wild beasts while she was looking for herbs.

Reward: Herbs

QUEST: THE HEALERS' GATHERING

Region	Four Stones
Questgiver	Mostrol Mirra ③
Location of Questgiver	This healer lives in a house to the north of Four Stones.

Mostrol wants to invite his three colleagues to his house for a discussion. He asks you to find all three and extend his invitation to them.

Solution: You have to look for the three healers Denor Pater, Famah Tolem and Grah Magna.

Denor Pater: Travel to Windbreak. Denor is at the village's east gate - he tells you that the other two are in Clovelly.

Famah Tolem: Travel to Clovelly. Famah Tolem lives near the north gate on the right hand side, if you're coming from the south.

Grah Magna: The second healer in Clovelly lives near the south gate, coming from the south, her dwelling's on the left hand side.

As soon as you've spoken to all three, return to Mostrol. Uh-oh! No reward here - but you discover a plot! The person who issued the invitation wasn't Mostrol Mirra - it was an angry father wanting revenge for the death of his daughter! None of the healers wanted to help his daughter - because he was poor and couldn't pay enough, so his story goes anyway...

When you arrive at Mirra's hut, one of the healers is standing outside, while the other two have already been killed by the counterfeit Mirra. The killer is injured inside the hut - his real name is Notor Genma. Now you can either take the side of the vengeful father and finish what he started, or you can take the side of the surviving healer. There is another alternative - you can just walk away.

To recap - you can fight for the angry father (► Quest "A Father's vengeance"), fight for the remaining healer, or walk away.

Reward: EP=10xPL
If you help the father: Gold=30xPL **If you help the healer:** Congregation Reputation +1

QUEST: BLACK SHADOW

Region:	Four Stones
Questgiver:	Juna Evrist ⑥
Location of Questgiver:	This powerful female Mage is inside the house with the tower.

Juna Evrist is very worried about events at the Earth Claw Tower - it's very close to Four Stones and events up there seem to be endangering the whole village.

The Congregation didn't keep an eye on the place - and now the Necromancers have established themselves there. Juna is looking for a warrior to go up that tower and sort them out.

Solution: Head northwest from the village and you'll come to the tower - in good weather, you can even see the top of it from the village. Remember to take a lot of healing potions with you - there's going to be a lot of Necromancers to deal with in there!

You'll be pitting your skills against 12 to 15 of the Black Magic specialists and several Zombies - BUT - it will be worth it financially. On the north side of the tower, a rare Shadow Horse will be waiting for you. You can also teleport to the top of the tower and enjoy the fabulous view!

Reward: 1 Skill Point, Congregation Reputation + 1, Gold=80xPL, EP=25xPL

Miscellaneous: 5 Reputation Points with the Congregation

QUEST: ORCISH PROPHECY

Region:	Four Stones
Quest giver:	Amber (11)
Location of Quest giver:	This lady, a Mage-to-be, is to be found at the ruins at the fork of the trade route between Four Stones and Cathalon.

Amber is the personal assistant of Sygius Destrus, who is also in the ruins.

She's ambitious - and she teaches you some history, getting pretty involved with the war crusades of the Orcs.

Solution: Listen to her scientific chatter - you'll pick out some interesting nuggets of information about the procedures within the Congregation- and also about the latest developments concerning Necromancy... and while you're gawking about what she knows about Orc mythology (a lot!), your reputation with the Congregation will also be getting better!

Reward: Congregation Reputation +2

Miscellaneous: 2 Reputation Points with Congregation required

QUEST: PUBLIC ENEMY

Region:	Four Stones
Questgiver:	Sygius Destrus (12)
Location of Questgiver:	This Mage is to be found at the ruins at the fork of the trade route between Four Stones and Cathalon

Thanks to the Mage-to-be Amber, you get to know the ambitious young Mage Sygius Destrus - and he doesn't speak to just anybody... but when he does start to talk, he gets a verbal waterfall.

He believes the Necromancers will become a big problem for Antaloor - and he would like to see them totally destroyed. He tells you about an "Enclave" - a stronghold for Necromancers far to the south - it's supposed to have been founded by a Necromancer called "The Flame." Sygius commissions you to find and destroy the Flame for ever.

Solution: The Enclave is south of Castle Hadeborg - take the road south from there and cross the trade route between Ashos and Gor Gammar - you'll now come to a fork in the road. Take the left fork and you'll soon see the roofs of the Enclave.

To get in there, you'll have to posses a certain reputation with the Necromancers - but don't despair, there is another way to get in - climb up the large rock on the left of the gate and from there jump over the wooden fence. At the same place, you can climb on to some boxes - and leave the camp the same way.

Before the Flame turns up, you'll have to complete another task for Ito Tamaga (►Quest "Against the living"). When you report your success to Ito, you'll be able to find the Flame on the left hand side of the camp, in front of the second house. Now you can kill the Flame and return to Sygius - or help her spread the Taint (►Quest "The Test of Faith").

If you attack the Flame you should have several healing elixirs against poisons in your inventory.

Reward: Magiergilde Reputation +1

Miscellaneous: Quest "Orcish Prophecy"- Required!! - 6 Reputation Points with Congregation required

Cathalon

Cathalon is the capital city of the Cathalonian Kingdom - and the most important city in Antaloor. Trainers, merchants, quests - they're all here for you in numbers. The main market is centrally located at the huge fountain. To the south is a big military camp where you'll find various Trainers - AND - it's here that you can buy the mystical camouflage armor, which makes you look like an Orc - meaning you won't be attacked by them. Try a visit to the city's eastern courtyard, too.

What? A secret entrance to the city? Of course! Cathalon has it all! And this entrance could prove important if you're seen committing a crime and promptly booted out of the city. Look for the robbers' caves, the entrances of which are near the southeast city wall - their passageways lead to the catacombs beneath Cathalon and thence to the city itself through the official dungeon entrance.

1. Gil Braver (►Crowded with refugees)
2. Garondel (►Against astrology)
3. Rose Primsey
4. Fariel (►True astrology)
5. Samon Veller (►The Arrangement)
6. Phyrrus Nox
7. Brokat (►The Artist)
8. Lokar Maios (►Return the Mirror)
9. Othis (►Pay for permission)
10. Creo (►Orc Camouflage Armor)
11. Saria Tolmok (► Tainted food)
12. Drox Galor (► The feeding of the poor)
13. Orna Porrey
14. Clavius (►Anti-taint device for food)
15. River Dras (►The heritage)
16. Dungeon Entrance
17. Nellor (►Arrow make)
18. Raul Dang (►Orc Catapults)
19. Morio Dras (►The unhappy brother)
20. Thuya Leslo (►Thuya and Ayla)
21. Ayla Dras
22. Trados Prophiter (►Meaning business)
23. Talor Ravinard (► Good business)
24. Secret entrance to the city

Quest: Return the Mirror

Region:	Cathalon
Questgiver:	Lokar Maios (8)
Location of Questgiver:	This member of the Congregation is usually by the central fountain.

If you've already met one of the "doubled" Mages, in Windbreak or in Four Stones (they both call themselves Annon Moha) and have already talked to the apprentice of the "doubled" Mage, Esperon Hiatos, then you can take on the side quest in Cathalon for Lokar Maios.

Lokar Maios' job is to find suitable candidates for vacant Mage posts - and he caused this whole "double" Mages affair... When a position fell vacant, he simply duplicated the respected Mage Annon Moha using a magic mirror - but it wasn't as easy as it sounds.

So Lokar Maios isn't too happy with the fact that Annon Moha's now trying to get rid of the double - the spell took Lokar a while to figure out...

Anyway, you'll receive new facts about the case and how complicated it is when you speak to Lokar - the original and the double are absolutely identical for instance - even Lokar himself can't tell them apart - and that remark of his kills off any hope you had of Lokar giving you a way of telling the difference between the two Mages - how can you even try to convince the apprentice that you actually know the real one from the double now, eh?

If you can't convince the young man, he'll never give you the mirror - and Lokar Maios now tells you that he wants the mirror - and you've to get it for him! He wants to make sure that neither of the duplicated Mages does anything stupid with the "doubling" procedure.

Solution: So - it's up to you to decide who gets the mirror... should it be Annon Moha in Windbreak, or Annon Moha in Four Stones? Or perhaps Lokar Maios of Cathalon, the actual spell maker?

However you decide - you'll need the mirror. So travel back to Esperon in Four Stones. You'll have to resort to a wee fib here, since there's no way of telling the doubles apart and you still have to convince the skeptical apprentice – so if you make up a story about the Mage having a birthmark on his shoulder, Esperon will give you the mirror. If you tell the truth, you'll get nothing!

If you decide to take the mirror to Lokar Maios in Cathalon, you naturally can't take it to either of the two Annon Mohas' - and you'll then miss the two quests, "I am the real one" in Windbreak and "I AM the real one" in Four Stones.

If you choose one of the Annon Moha Mages, although you can't know which is the real one, you'll miss the quest, "Return the mirror" in Cathalon.

So the best solution is to take the mirror to Annon Moha in Four Stones, since Esperon the apprentice is also there.

Rewaed: Gold=80xPL, EP=10xPL, Congregation Reputation +3

1. Annon Moha in Four Stones (► I am the real one!)
2. Teleport station at Four Stones
3. Esperon Hiatos in Four Stones (► Talk to Arch Mage)
4. North entrance to Cathalon
5. Samon Veller (► The Arrangement)
6. Teleport station at Cathalon
7. Southwest entrance to Cathalon
8. Lokar Maios (► Return the Mirror)
9. Dungeon of Cathalon
10. Teleport station at Windbreak
11. Annon Moha in Windbreak (► I am the real one)

QUEST: THE ARRANGEMENT

Region:	Cathalon
Quest-giver:	Samon Veller (5)
Location of Quest-giver:	The Merchants' Guild treasurer's office is the second house on the right when you come in from the north.

Samon Veller is delighted with the swift and safe delivery of the documents and has a side quest ready for you - IF you've managed to collect enough reputation points with the Merchants' Guild... and that's not an easy thing to do, as you'll find out..

Are the merchants playing a game with you? Whatever... right now you have to deliver something to the treasurer of the Merchants' Guild in Qudinar. Garrid Swan's waiting for this urgent delivery and Samon Veller promises you a good reward.

SOLUTION: Use the teleporter again if you've activated it... otherwise you'll have to walk or ride to Qudinar. Follow the Gon to the west until you reach the island in the river upon which the trading town is built.

Garrid Swan's house is on the left hand side of the street that runs from the north gate to Qudinar's Column of Fire. Go into his office and give him the papers from Samon Veller. Garrid Swan will give you your reward.

REWARD: Merchants Guild Reputation +1

MISCELLANEOUS: 4 Reputation Points with the Merchants' Guild required, Quest "Earning trust" - Required!!

1. North entrance to Qudinar
2. Garrid Swan
3. Teleport station at Qudinar
4. South entrance to Qudinar

QUEST: ARROW MAKER

Region:	Cathalon
Quest-giver:	Nellor (17)
Location of Questgiver:	The arrow maker is to be found in the Brotherhood's Combat School in the town's far southern corner.

Nellor is distraught. Thanks to the war, demand for his arrows has never been as great - and right now he can't even deliver, because he needs special feathers - from the dodo bird.

However, if he kills just one of these birds, his wife swears she'll divorce him. So Nellor asks you to bring him the feathers from five Dodos - that'll be enough, he thinks.

Solution: Dodos are everywhere. Sometimes the merchants at the Cathalon market have them, but the supply is irregular. You'll most likely come across these birds near the city wall, or in the direction of the forest to the west of Cathalon.

Hunt five of the birds and collect their feathers. When you've got the right amount, go back to Nellor and sell them to him. Then you can take on a side quest (► Quest "Arrows for Rigwell").

Reward: Gold=80xPL

QUEST: ARROWS FOR RIGWELL

Region	Cathalon
Questgiver	Nellor (17)
Location of Questgiver	The arrow maker is to be found in the Brotherhood's Combat School in the town's far southern corner.

Now that you've saved Nellor's marriage (and his job), the arrow maker shows his appreciation by giving you another task - the weapons merchant Rigwell urgently needs a delivery from him and Nellor promises to pay you well...

Rigwell has put up his tents in the Eastern Military Camp of the Cathalonian Army

Solution: Leave the city through the west gate and travel southwest until you reach the Gon. Follow the river until you come to the fortified army camp. The camp entrance is on the side away from the river.

Rigwell can be found right at the entrance, on your right. He usually sits behind the open gate, so he can't be seen at first. Talk to him and give him the arrows.

Sometimes you'll have to say the same thing twice before he reacts. Now you'll get the gold - and if you speak to him again, you'll get another side quest (➤ Quest "The Deserter").

Reward: Arrows

Miscellaneous: Quest "Arrow maker"- Required!!

1. Rigwell (➤Arrows for Rigwell)
2. Teleport station at Eastern Army Camp
3. Maliel Shrine

QUEST: THE FEEDING OF THE POOR

Region:	Cathalon
Questgiver:	Drox Galor ⑫
Location of Questgiver:	Drox is usually by the central fountain in the city.

This is a good-hearted man - he takes care of the many war refugees that would otherwise starve - but it's getting more difficult by the day to feed all the refugees - the army eats most of the food. In spite of the need for food, some folks' larders are chock full of the stuff which pot bellies dream of...

Take Orna Porrey, for instance - she hoards more than she could ever eat! But... she won't part with a single crust. Galor asks you to soften her hard heart...

Solution: Orna Porrey is only a step or two away from the city's central fountain - but when you speak to her about food, you'll get your own nose on a plate - and she rejects all your other approaches, too. So return to the marketplace and speak to the woman dressed in a light blue tunic - Saria Tolmok's her name.

She'll be at the rear of the market. She'll give you a package of food, which you won't be giving to Drox Galor, however... but just talking to Saria somehow gives you an idea how to solve the Orna Porrey problem. The market seller tells you about a rumor that the market vegetables are contaminated by shoots of the Taint! Of course it's nonsense - but the people believe it and have stopped buying from her. While Saria's telling you her sad story, you get an idea.

So when you're finished talking to Saria, return to Orna Porrey. This time you give her dire warnings about the contaminated food - until she begs you to take her hoard. She's scared and can't get rid of her food quickly enough. Go back to Galor Drox - he'll be delighted with the delivery and will give you a small reward.

Reward: Gold=30xPL, EP=10xPL

QUEST: TAINTED FOOD

Region	Cathalon
Questgiver	Saria Tolmok (II)
Location of Questgiver	The market seller in the light blue tunic, Saria, is usually at her stall in the main market to the south of the central fountain.

Saria has problems - there's a Taint scare going the rounds and no one wants to buy her market vegetables in case they're contaminated - and its her very existence that's under threat.

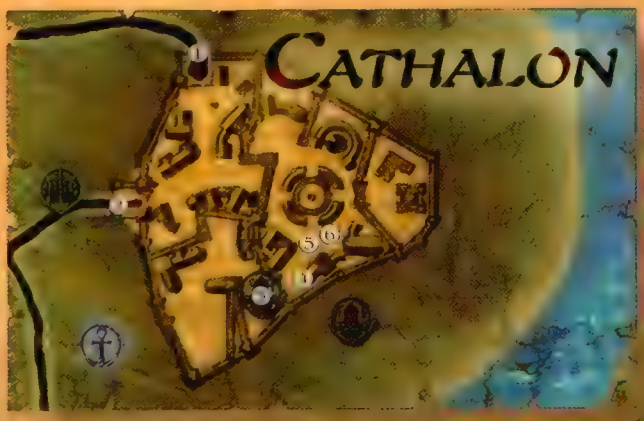
If you tell her that you'll think of something and then return to her, you'll get a small side quest to tackle - it concerns a food package for the poverty-stricken inventor Clavius.

You won't be able to give this package to Drox Galor by the way - (➤Quest "The Feeding of the Poor").

Solution: When you leave Saria, walk to the right in the direction of the dungeon. When the row of houses on the left ends, turn left and go through the door in front of you.

Give Clavius the food package. During your talk with this strange inventor, you arrive at the solution to Saria's vegetable problem (➤ Quest "Anti-taint device for food").

Reward: Rare Herbs: 5 Anemones, EP=10xPL



1. North entance of Cathalon
2. Southwest entrance of Cathalon
3. Dungeon entrance
4. Clavius (Your target.)
5. Drox Galor
6. Saria Tolmok

QUEST: ANTI-TAINT DEVICE FOR FOOD

Region:	Cathalon
Questgiver:	Clavius the Inventor ⑭
Location of Questgiver:	When you leave Saria, walk to the right in the direction of the dungeon. When the row of houses on the left ends, turn left and go through the door in front of you.

You tell Clavius about the problem of his benefactress Saria - and he immediately feels sorry for her.

Coincidentally, he has invented a device that can solve her problem - a box that gives off a nice sound whenever its contents weigh more than 2 pounds!

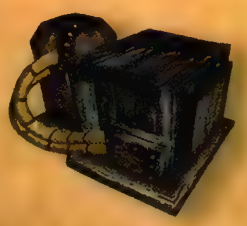
You persuade Clavius to give you the box - at first he refuses, because he's not too happy at the way his invention's going to be used - it's not, after all, a Taint detector - he has no idea how to make something that would convince a buyer that the food is harmless... but when you remind him that it's Saria who always sends him food packages, he finally relents.

Now return to Saria with Clavius' invention in your pack. That box will help her win back the trust of her customers.

Solution: Take Clavius' box to Saria.

Reward: Taint Detector for Saria Tolmok, EP=10xPL

Miscellaneous: Quest "Tainted food"- Required!!



QUEST: ORC CATAPULTS

Region:	Cathalon
Questgiver:	Raul Dang (18)
Location of Questgiver:	This member of the Brotherhood is at the training camp in the far southwest corner sector of the city.

While talking to Raul Dang, you learn something of the Orcs' strategy - they build their own catapults, for instance, to attack the capital city.
According to Raul, they have the necessary equipment - but the all-important trigger mechanism for firing remains a mystery to them.

There are, however, three of these triggers in the recently-fallen Hadeborg Castle - and the problem is that they might fall into the hands of the Orcs who would then complete their catapults and fire on Cathalon. Raul Dang offers you a princely sum if you can fight your way through to Hadeborg Castle and bring back the three catapult triggers to him.

Solution: The quickest way to reach Hadeborg Castle is by swimming across the Gon south of Cathalon, then heading southwest. Or, you could go the somewhat longer route via Qudinar - it's safer... and you can easily cross the Qudinar bridges to get into enemy territory. From Qudinar, head slightly southeast.

In Hadeborg, there's a heck of a lot of Orcs, both in front of and within the stronghold. You'll also get a little surprise on the way to the Castle... a sweet Cyclops!... and within the walls of the castle there are two more of these exquisite creatures! They're slow - so you can get away from them OK - but it's those Orc archers that are truly dangerous for your health!

The three triggers are in the rear section of the castle next to the teleport station. So you don't have to fight your way out of this - when you have the three triggers, just get into the teleporter and away you go! Naturally the most practical solution is to travel directly to Cathalon and give him the triggers there.

Tip

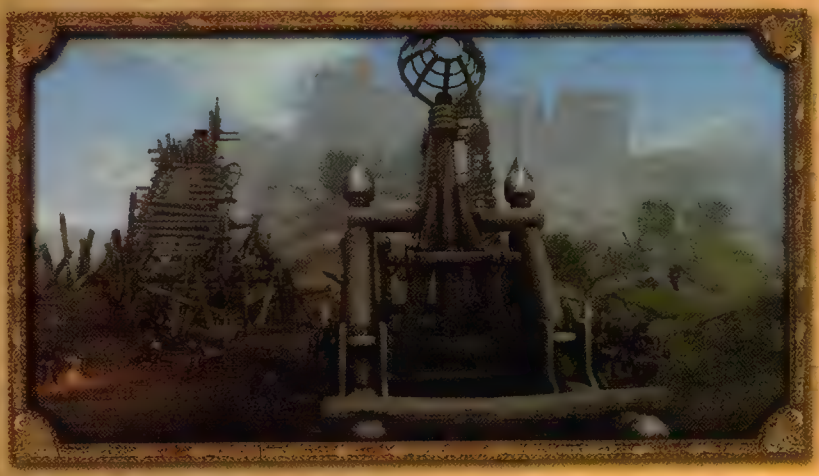
If your conscience has all the talents of the famous three monkeys, then you can sell the triggers at a good profit to Trados Prophiter, a weapons trader outside the city (➤ Quest "Meaning business"). The only problem here is that the good Trados might sell the catapult triggers to the Orcs - and Cathalon would be badly damaged.

Reward: 3,000 pieces of gold, EP=25xPL, Brotherhood Reputation +1

- Overview of the map on the following page -

QUEST: MEANING BUSINESS

Region:	Cathalon
Questgiver:	Trados Prophiter (22)
Location of Questgiver:	On the street that runs from Cathalon's west gate to the south and curves in direction of the Gon.



Trados Prophiter (alias Scrooge) is totally unscrupulous - if the money's right, it might as well be Orc money... who cares, he says?

He also tries to lure you with good prices. The trader, well informed and with fingers in every pie - has his eye on these triggers - he knows the Orcs really need them. He advises you to come to him when you have the triggers.

Solution: When you have removed the triggers from Castle Hadeborg for Raul Dang, you can go to Trados instead of going directly to Raul. Instead of the 3,000 in gold the Brotherhood offered you, Trados will give you 6,000!

However, you'd indirectly be on the side of the Orcs if you did this... and you'd be putting the capital city in great danger... you'd also be giving up the chance to enhance your rep. with the Brotherhood.

Reward: 6,000 pieces of gold

Miscellaneous: Quest "Orc catapults"- Required!!

1. Teleporter at Cathalon
2. Southwest entrance to Cathalon
3. Raul Dang
4. Trados Prophiter (Questgiver)
5. Teleporter at Hadeborg
6. Triggers in Hadeborg

QUEST: AGAINST ASTROLOGY

Region:	Cathalon
Questgiver:	Garondel, Astrologer ②
Location of Quest:	The astrologer is usually to be found in his house - it's the second one on the left if you're coming from the north gate.

Garondel is worried about his reputation in Cathalon - his arch enemy, the astronomer Fariel, is spreading nasty rumors about him - and the number of his customers is falling rapidly as a result.
To get his own back, Garondel wants to activate a summoning spell in Fariel's house. He'll give you a considerable sum if you make this 'special' delivery for him.

Solution: Fariel's house is located diagonally opposite Garondel's - the first house on the right when you come in Cathalon's north gate. As soon as you're in his house, a huge spider is summoned - and it attacks first Fariel, then you.

Now you can choose to help Fariel or run for it - but in any case you should pay a call on Garondel afterwards, to give him a piece of your mind. Garondel should at least give you your reward, to atone for his bad joke...

By the way, it might be a good thing that the door to Fariel's house is locked - the scientist isn't keen on visitors, since most of them mistake him for a fortune teller - they don't know that astronomy is a serious science... In this case, you'll have to wait a while or use your lockpicks.

If you do break into the house, you'll get into trouble with the city guard who just happens to be there to catch you in the act (first a giant spider then this, wow!)... however, you can talk yourself out of this one - but it might cost you a few pieces of gold, depending on the official mood of the day.

Reward: Gold=80xPL

QUEST: TRUE ASTROLOGY

Region	Cathalon
Questgiver	Fariel (4)
Location of Questgiver	The astronomer is usually in his house - it's the first one on the right if you're coming from the north gate.

Fariel is distraught. The lens of his telescope is broken and his research has ground to a halt. He needs a replacement fast.

Fariel suspects that a pure diamond is in the catacombs under the city - and he could make a new lens out of it.

He promises you a nice reward if you bring him the diamond.

Solution: First cross the city to the entrance of the catacombs at the city's south wall. You'll find the diamond in the second natural part of the cave, lying beside a torch - but before you can get the diamond, you'll have to face the Skeletons.

Leave the dungeon when you have the diamond and bring it back to the astronomer as fast as you can.

Reward: Gold=80xPL, EP=10xPL

1. Dungeon entrance in Cathalon
2. Position of the diamand
3. Maliel Shrine
4. Cave entrance beyond Cathalon

QUEST: THE ARTIST

Region:	Cathalon
Quest giver:	Brokat the Royal Artist (7)
Location of Quest giver:	To find Brokat's house, go straight on from the southwest gate all the way - don't take the first fork to the right, continue straight on and it's the first house on the right.

Brokat is really upset.

He received a well-paid commission from the King to paint a portrait of that worthy monarch - but he needs some gold saffron plants to mix the gold paint before he can finish the painting.

Since the King's deadline is drawing ever closer, he can't take the time to go and search for the plants - he has to concentrate on the rest of the painting and live in fear of his head being lopped off if he doesn't finish on time... so he promises to give you a part of his fee if you help him to find the necessary minimum of four saffron plants.

Solution: Saffron usually grows on the edges of woods, so travel to the large forest west of Cathalon - you'll find some of the rare plants there.

Return to Brokat when you've plucked four of them.

Reward: Gold=80xPL

QUEST: THE HERITAGE

Region	Cathalon
Questgiver	River Dras (15)
Location of Questgiver	River is normally in his house opposite the dungeon entrance.

River Dras' business isn't doing too well - so his father's heritage would help a lot - but he can't get the gold. River's father had died while he was in Qudinar on business.

Now his grouchy brother Morio has taken the lot for himself. River was always the favorite son - and Morio felt cheated of his father's love.

Now River wants his revenge on Morio for the stolen heritage. He asks you to go to Morio and talk with him about the proper distribution of the heritage.

Solution: Go to the Brotherhood's practise area in the southeastern sector of the city. Morio will be in his house at the south end of the area along the city wall. Talking with him, you find out that Morio has troubles of his own, too. Listen to his story, if you want to solve this heritage problem and earn a nice reward while doing it, that is!

The side quests are a little intricate, true - but you could probably use 5000 pieces of gold, couldn't you? Begin with the side quest ➤ "The unhappy brother"- when you're done with this lot, you'll enjoy the glow you get!

Reward: 5,000 pieces of gold, EP=10xPL

Miscellaneous: To solve this intricate quest, the three side quests➤"The unhappy brother", ➤"Thuya and Ayla", and ➤"Peace between brothers" must be solved. Read the TIP in the ➤"Thuya and Ayla" quest very carefully - it will help you.

Tip You'll need 5,000 pieces of gold if you want to buy Orc camouflage armor from Creo in Cathalon (➤ Quest "Orc Camouflage Armor").

QUEST: THE UNHAPPY BROTHER

Region	Cathalon
Questgiver	Morio Dras (19)
Location	Morio's house is near the Brotherhood's practise area in the southeastern sector of
Questgiver	Cathalon, right beside the city wall.

Grumpy Morio normally lives with his young, vivacious wife called Ayla, but she left him recently to live with her sister Thuya Leslo.

He asks you to go to his estranged wife and give her some flowers - and to persuade her to return to him.

Solution: You'll find Thuya's house and Ayla if you go through the southwest gate and turn right into the first street. In the next street to the right Thuya will be standing in front of her house - Ayla is inside.

However, she won't accept the flowers - and she won't go back to her husband - now return to Morio and tell him the bad news. He won't be too happy - but he will be grateful for your help, although he's not good at showing his feelings. He also promises to think about the heritage thing.

Maybe he just wants to get rid of you by saying this - but you're getting closer to your objective, which is the settling of the argument between the brothers - and if you talk to both parties again, you CAN get the estranged husband and wife back together again. Speak to Thuya after you've spoken to Ayla again. This will open up a new perspective for the side quest River gave you (➤ Quest "Thuya and Ayla").

Reward: Flowers for Ayla

Miscellaneous: Quest "The heritage"- Required!!

Don't let the seemingly useless flowers in your inventory bother you unduly - Ayla will never accept them, true - but you can use them in the ➤ "Crowded with refugees" quest in Cathalon - for a good cause.

QUEST: THUYA AND AYLA

Region:	Cathalon
Questgiver:	Thuya Leslo (20)
Location of Questgiver:	Thuya mostly stands in front of her house. You'll find it if you enter the southwest gate and turn into the first street on the right.

Thuya isn't exactly ecstatic about her sister staying with her - Ayla is firmly in command of the household!

So she wants her out as soon as possible - and she has concocted a plan too... a love potion that will make Ayla return to Morio. Thuya asks you to get the potion from Phyrrus Nox...

Solution: Find the alchemist Phyrrus Nox in the city center, to the north of the central fountain. He's in the house on the left beside the arcades.

For this special love potion, Phyrrus Nox wanted 200 pieces of gold - Thuya will give you this sum, plus a little more as a bonus.

The end effects this task will have are however more important than Ayla und Morio's love story. (➤ Quest "Peace between brothers"). To learn more, read the following tip.

Reward: 220 pieces of gold, but you have to pay the alchemist 200 - so your profit is only 20 pieces of gold; EP=10xPL

Even although your role as peacemaker and marriage counselor might irk you a little, keep in mind the large reward River Dras will give you (➤ Quest "The heritage") if you can persuade the two brothers to make peace with one another. You'll find an unusual solution for the quest concerning Ayla's sister - while talking to Thuya, ask her why the married couple have separated. She'll tell you it's because the grumpy Morio talks in his sleep about the argument with his brother over the heritage - and this gives you an idea! Go back to River and tell him about Morio's troubled sleep habits - suggest to him that he should eavesdrop on the sleeping Morio - maybe he can then find out where the gold is? River finds this a bit daft - but the next time you visit him, he already has the gold - however, being honest, he only took half of it. Caution: Before you return to River, visit Morio first (➤ Quest "Peace between brothers"). He's upset about losing half of his father's gold - but since Ayla has come back to him, nothing will faze him for long.

Quest: Peace between brothers

Region:	Cathalon
Questgiver:	Morio Dras (19)
Location of Questgiver:	Morio's house is near the Brotherhood's practise area in the southeastern sector of Cathalon, right beside the city wall.

Since Morio's wife came back to him thanks to the love potion, he's overjoyed. He even wants to make peace with his brother, although he's lost half of his gold - and this is all thanks to you.

Morio now sends you to River with the olive branch of peace. This new envoy job doesn't bother you much - you wanted to visit River anyway, to get your part of the heritage!

Solution: Take Morio's offer of reconciliation to his brother, River Dras. Then accept the fat reward River promised you when you took on the job of heritage peacemaker.

Reward: EP=10xPL, Solution of the quest "The heritage"

Miscellaneous: Quest "Thuya and Ayla"- Required!!

1. North entrance to Cathalon
2. Phyrrus Nox
3. Southwest entrance to Cathalon
4. Thuya Leslo
5. Ayla Dras
6. Morio Dras (Questgiver)
7. River Dras

Quest: Crowded with Refugees

Region:	Cathalon
Questgiver:	Gil Braver (1)
Location of Questgiver:	When you enter Cathalon by the through the north gate, keep to the left. Gil Braver will be standing between two houses, with a green area behind him.

Gil Braver is a good-natured fellow. He tells you his sad story: Since he's so good-natured and soft-hearted, he says, his house is full of refugees, while other folks sit in their empty houses, taking no one in at all.

He asks you to visit the "old dragon" Rose Primsey and ask her to take some refugees into her home.

Solution: The old lady lives not far from Gil. When you leave his place, head south and you'll find her house on the left. Rose is in the room at the back. At first she does indeed seem to be an old, obstinate dragon who wishes to remain alone in her house - no refugees here thank you very much!

It's only when you return with flowers that her hardened old heart will melt. Use the flowers you got from the estranged husband Morio Dras (➤ Quest "The unhappy brother") and give them to Rose Primsey, because you can't give them to Ayla -then return to the pleasantly surprised Gil Braver for your reward.

Reward: Gold=80xPL, EP=10xPL

Miscellaneous: Quest "The heritage" and "The unhappy brother" - Required!! (bunch of flowers).

QUEST: ORC CAMOUFLAGE ARMOR

Region:	Cathalon
Quest giver:	Creo (10)
Location of Quest giver:	Creo the armorer has his workshop in the eastern sector of Cathalon. He's usually outside, on the right hand side of the large courtyard.

Creo is the only craftsman in the Cathalonian Kingdom who is able to make this mystical armor - but it's not easy to come by - he needs an official order form and wants a lot of gold for each suit of armor.

Solution: First of all, you must have 5,000 pieces of gold to buy it - if you get permission. Othis, only a few steps away in the same courtyard, will give you the permission slip - (➤ Quest "Pay for permission").

Creo will start work on your armor when you show him the permission slip. Take on a side quest meantime, then return to Creo to pick up your armor. Now you have to pay the 5,000 in gold.

- **But be careful!** As practical as it is, this armor has some disadvantages. It can only be worn once - the special materials used to imitate Orc skin tear when you take the armor off. So think hard about when you want to put it on – because enemies of the Orcs (and there's a lot of them!) will think you're an Orc and attack you when you wear it - so DON'T put it on in Cathalon! Remember the song? "Let's get it on... but south of the Gon!"

Reward: Orc Camouflage Armor, EP=25xPL

QUEST: PAY FOR PERMISSION

Region:	Cathalon
Questgiver:	Othis (9)
Location of Questgiver:	The head of the Royal Armory is in the eastern sector of the city - he usually outside, stands behind the inner gate.

Othis tells you that a bribe will bring you the permission slip, no problem - 2,000 pieces of gold!

And he won't budge either...

Solution: If you want the armor, you'll have to pay! When you have the money, Othis will give you the permission slip - then return to Creo and commission the armor.
Othis will annoy you - but it will bring you no advantage to kill him - you'll never get the armor if you do that.

Reward: Permission Slip for Camouflage Armor made by Creo, EP=25xPL

Miscellaneous: Quest "Orc Camouflage Armor"- Required!!

Tip

So if you really need gold, go to Raul Dang, a Brotherhood member (► Quest "Orc catapults") - you could earn 3,000 to 6,000 thanks to him!
River Dras in Cathalon (► Quest "The heritage") is also a source of good money, with profitable quests.

QUEST: GOOD BUSINESS

Region	Cathalon
Questgiver	Talor Ravinard (23)
Location of Questgiver	The leader of the Merchants' Guild lives in the Guild house near the north gate.

Now that Talor Ravinard trusts you, he gives you a tricky task to perform - murder. And his planned victim is none other than Aki Hosuno, the leader of the Giriza in Qudinar.

He thinks this will weaken the Giriza, enabling him to further his influence in the underworld. He offers you a very large sum as an enticement.

Solution: Aki Hosuno is in Qudinar. However, you'll have to do a couple of jobs for the Giriza before you can get to him. When you've won their trust, (➤ Quest "The Shard"), you can decide whether to kill Aki, or take him up on his offer. He'll ask you to kill the leader of the Merchants' Guild, Talor Ravinard.

If you do kill Aki Hosuno, the other Giriza will be up in arms, blocking your exit. Return to Talor fast and get your reward. At first he'll only want to pay you 20,000. Remind him of your agreement - then he'll fork out the cash.

Reward: 30,000 pieces of gold, Merchants' Guild Reputation +3

Miscellaneous: This involves a series of Merchants' Guild quests, starting with ➤ "Earning trust" in Tharbakin, then ➤"The Arrangement" in Cathalon, ➤"Another strange delivery" in Qudinar and finally ➤"Talor Ravinard" in Ashos.

You can gain reputation points with the Giriza by telling them you only work for them... and vice-versa with the Merchants' Guild too. You can also carry out both murder contracts - in this case, though, you'll only get one reward, because one will be dead already...

Windbreak

Windbreak is a pretty village near the Gon in the Cathalonian Kingdom. Here there are several interesting quests for you - and some of them are linked to the main quest. So it's off to you to go to Windbreak.

Thanks to the many windmills to the north of the settlement, you can hardly pass by the place without seeing it! It's worth the effort involved to take a look in these mills, by the way - mayhap you'll find a chest or two of useful items for your inventory...
The village itself is situated in a small hollow surrounded by wheat fields. Watch out for the many groups of Reapers here - they're tricky... There's also a small cemetery where you could find a shoot of Taint... if you fancy fighting for it against Zombies and Skeletons.

Apart from the inhabitants and merchants in the village, an injured member of the Royal Cathalonian Guard is also recuperating in the settlement. Captain Ran Hograd is an important part of the main quest puzzle - you'll recognize him by the red cloak he wears.

1. Mayor Gordar
2. Capt. Ran Hograd
3. Sigyor
4. Master Oldrin
5. Annon Moha
6. Ogre in the windmill
7. Bandits
8. Graveyard of Windbreak
9. Woodcutters' Camp
10. Plundered Caravan
11. Abandoned Works (➤The Insects | Insect egg)
12. First Orc troop
13. Second Orc troop
14. Third Orc troop
15. Orc Camp

QUEST: AN OGRE IN THE WINDMILL

Region:	Windbreak
Questgiver:	Mayor Gordar (1)
Location of Questgiver:	Mayor Gordar will be in the middle of the village. He'll be wearing a fur jacket with fancy embroidery.

Gordar is the Mayor. He's worried about a huge Oger that's made its home near the windmills, preventing the millers from grinding their flour.

Gordar promises a good reward and the gratitude of the population if you kill the creature.

SOLUTION: The Oger will be near the first windmill if you leave Windbreak to the northeast. It's hiding behind the mill - and will only attack you when you get close. It's slow, but strong.

That's why you should try to weaken it by means of long-distance attacks - fire magic, for example - in hand-to-hand combat you'll be in danger of being on the receiving end of one of its hellishly powerful blows. Beat it with a rather time-consuming, but effective long-distance combat strategy - and don't forget to search the corpse when you've killed it.

These creatures are like modern-day jackdaws - they'll steal anything - so Ogers often have valuable items hidden in their huge skin pouches. When you're done, return to the Mayor.

REWARD: EP=10xpL, 500 pieces of gold, 1 Skill Point

QUEST: TAINT IN THE GRAVEYARD

Region	Windbreak
Quest Giver	Mayor Gordar ①
Location of Quest Giver	Mayor Gordar will be in the middle of the village. He'll be wearing a fur jacket with fancy embroidery.

The Mayor is delighted with your success - so he asks you to 'clean up' the village cemetery.

It's been recently afflicted by the Taint - and since then a horde of Zombies and Skeletons have prevented the villagers from visiting their ancestors' graves.

Solution: You'll find the cemetery if you leave Windbreak and head southeast - walk through a wheat field. You'll soon see the tops of tall oak trees that are growing in a hollow - and that's where you'll find the cemetery.

The entrance is on the south side of the cemetery wall. There are some Zombies here - with a little skill, you can lure them out the gate individually or in twos and kill them.

Should you feel the urge to storm in there and do your thing, watch out for the Skeletons - they're at the rear of the cemetery, which can be accessed through a separate archway. While you're fighting the Zombies, the Skeleton archers could really injure you.... so it might be more advisable to go through the archway and deal with the Skeletons first, eh?

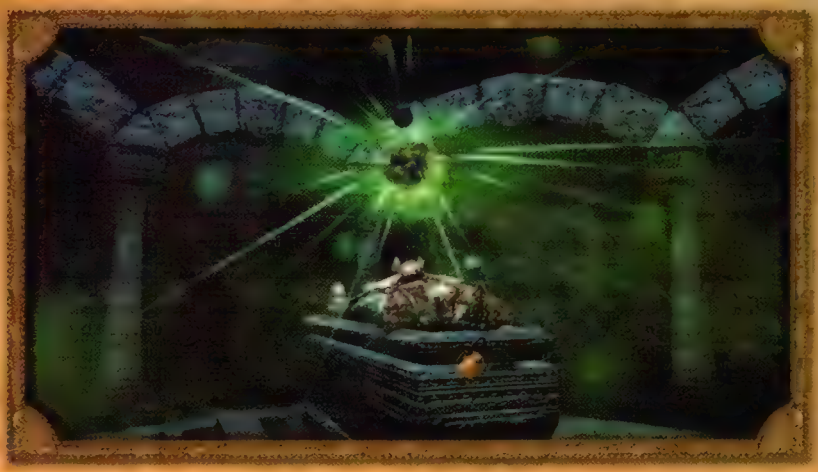
Return to the Mayor when all the Undead are finished for good.

Reward: EP=10xPL, 500 pieces of gold, 1 Skill Point

Miscellaneous: Quest "An Oger in the Windmill" - Required!!

QUEST: SATRIUS' CROWN

Region:	Windbreak
Quest-giver:	Mayor Gordar (1)
Location:	Mayor Gordar will be in the middle of the village. He'll be wearing a fur jacket with fancy
Quest-giver:	embroidery.



Gordar is impressed - now he trusts you implicitly and tells you his true, sneaky objective... he wants to abandon Windbreak because he's scared of the Orc threat.

To ensure his financial survival, he'll need gold though - and he asks you to get him old King Satrius' crown from the Kings' Barrows (burial mounds or tombs) further to the west.

You can more or less guess how the Mayor got the key to the Barrows - after burying his father, King Emrys was ambushed on the way back from the Barrows and had to stop over in Windbreak to recover from injuries. After the King had recovered and was on the way to Cathalon, Gordar somehow had the key... which he will now give you. Your deal is to bring the Mayor the crown - and you may keep any other treasure you find in that spooky tomb.

SOLUTION: The Barrows are some way to the west of Windbreak. Don't forget to activate the teleporter at the village's northern exit - that will get you back to Windbreak in a jiffy. Use the map to find the Royal Barrows - and while you're in the open meadowlands, watch out for Reapers... the King's Barrow is in a hollow full of Skeletons - but don't bother with them... go quickly to the main gate of the King's Barrow - it's on the south side. Since you've go the key, you can easily enter the tomb itself, where you'll receive a bony welcome from skeletons - kill them first, then you can look around in peace. Keep to the right from the main entrance and take the left-hand passageway that's flanked by two stone statues. Follow this to the main chamber- you'll find the crown - and the Earth Element Stone - on the tomb itself. Get back to Windbreak with the crown and accept your Experience Points.

If you try selling the crown yourself, you'll soon find out that it's a cheap imitation which was buried with the old King instead of his own gold crown. This fact will of course NOT make Mayor Gordar ecstatic... the teleporter at the Royal Barrows is west of the structure, by the way...

REWARD: The Key to the King's Barrow

MISCELLANEOUS: Quest "Taint in the Graveyard"- Required!!

QUEST: CARAVAN

Region:	Windbreak
Questgiver:	Captain Ran Hograd (2)
Location of Questgiver:	Hograd usually sits on one of the benches near the village's northwest gate. He'll be wearing a red cloak.

Captain Hograd was escorting a captured Orc called White Head, to Cathalon. His troops were ambushed and the Captain was badly injured.

He's recuperating in Windbreak and wants to know if the prisoner's transport caravan has arrived in Cathalon - he's heard nothing about it and is naturally worried.

Solution: Leave Windbreak and head south until you hit the Cathalon road - follow that to the east. Shortly before you come to the forest, you'll see a former woodcutters' camp, now being used by thieves as a hideout. Sneak past them and they won't notice you.

When in the actual forest, follow the road east - a short distance after you pass a Maliel shrine, the road turns left - and you'll see the remains of a caravan being plundered by Orcs - it's Hograd's prisoners' transport. The infamous Whitehead is not among the plunderers, however...

You don't have to kill all the Orcs - but you will have to get really close to the wagon - after all, you'll want to give Hograd an accurate report. You might just get hit by their archers while you're doing this, but don't worry - the injuries won't be life-threatening. Return to Windbreak and give the Captain the sad news.

Reward: A Side Quest

1. Plundered Carvan
2. Capt. Ran Hograd (Questgiver)
3. Graveyard of Windbreak
4. Woodcutters' Camp

QUEST: THE ORCS' CAMP

Region:	Windbreak
Questgiver:	Captain Ran Hograd (2)
Location of Questgiver:	Hograd usually sits on one of the benches near the village's northwest gate. He wears a red cloak.

Hograd is shattered about the events in the forest - he complains about the wound that's keeping him inactive in Windbreak.

Now he's even more determined to catch the Orc Whitehead again - and he wants you to help him do it. Ran has found out that several Orcs have set up camp to the north of Windbreak.

He suspects that Whitehead himself is among their number - and even if he's not, that camp spells danger for Windbreak.

SOLUTION: Take the road to the north out of Windbreak - it winds past the windmills and along a valley... now you'll see the first troop of Orcs from the camp. Destroy them before you try and enter their camp. Orcs in numbers are extremely nasty and dangerous opponents.

That's why you should try to lure just one or two out of the camp, rather than take them all on at once. Their archers are especially good... and that's not good for you! When they're dead, you should look through the chests in the camp - and search the dead Orcs, too.

Then return to Windbreak and report to Ran Hograd.

REWARD: EP=10xPL, 500 pieces of gold, 1 Skill Point

MISCELLANEOUS: Quest "Caravan" - Required!!

(1) Windbreak, Capt. Ran Hograd
(2) Orc Troop 1
(3) Orc Camp
(4) Orc Troop 2
(5) Orc Troop 3

QUEST: WHITEHEAD (PART I)

Region:	Windbreak
Questgiver:	Captain Ran Hograd ②
Location of Questgiver:	Hograd usually sits on one of the benches near the village's northwest gate. He has a red cloak on.

Impressed by your skills, Hograd is also deeply disappointed that Whitehead has escaped yet again. His hatred for the Orc is almost balanced by his admiration for this clever and strong adversary.

Spies have informed him that Whitehead is far to the west, at the Kings' Barrows, which he's attempting to plunder. Your mission is to follow up this rumor and find Whitehead.

Solution: The Barrows are some way to the west of Windbreak. Don't forget to activate the teleporter at the village's northern exit - that will get you back to Windbreak in a jiffy.

Use the map to find the Royal Barrows - and while you're in the open meadowlands, watch out for Reapers... the King's Barrow is in a hollow full of Skeletons - but don't let them worry you...

Look for the secret passageway that Whitehead and his band must be using... it's in a cave, appropriately called "King's Tomb Hidden Entrance" and located southeast of the barrow behind a small hill. Descend, following the passageway - it will lead you to a powerful Orc - Whitehead himself.

To your surprise, the creature can speak - and he seems to be intelligent, too. Whitehead also respects Captain Hograd and asks you to act as a go-between - he wants a duel with the good Captain. You have two options here.

The most elegant solution is to accept the quest. In that case, the quest ➤ "Whitehead (Part II)" will follow. Carry out the tasks as a go-between. When you're done, you'll have access to the burial chambers currently being plundered by the Orcs.

Since you travel often between Windbreak and the Kings' Barrows, you should use the teleport station.

Or... you could.. ahem... try fighting Whitehead. If you kill the big white Orc, you'll never find the Orcs' hidden entrance to the Barrows - then the only way to get in there will be the Windbreak quest, ➤ "King Satrius' Crown". Don't forget - you NEED the Kings' Barrows to solve the main quest.

So if you don't want to lose sight of that hidden entrance - but you also don't want to play go-between for Hograd and Whitehead - you could combine the two solutions... all you have to do is make sure you don't kill Whitehead too soon - when Whitehead's given you the task of telling Hograd where the duel's to take place, you don't have to go to Hograd any more.
Now you can kill Whitehead! Well, you can try...

If you do kill Whitehead, return to Windbreak and get a nice fat reward from Hograd.

Use the teleport station to the west of the Kings' Barrows.

Reward: EP=50xPL, 3 Skill Points

Miscellaneous: Quest "The Orcs' Camp"- Required!!

1. Windbreak, Capt. Ran Hograd
2. Thargul Cave
3. Gordil's Cave
4. King's Tomb
5. Graveyard ahead of King's Tomb
6. Secret entrance to King's Tomb
7. Entrance to Western Army Camp
8. Entrance to Qudinar

QUEST: WHITEHEAD (PART II)

Region:	King's Tomb
Questgiver:	Whitehead
Location of Questgiver:	In the hidden passageway to the Kings' Barrows - you can't miss seeing the powerful Orc warrior with his horned helmet.

Whitehead has found a hidden entrance into the Kings' Barrows and is now digging his way into the main burial chamber, which he hopes to plunder.

When you mention that you come from Captain Ran Hograd, Whitehead suggests a duel – he himself against the Captain of the Royal Cathalonian Guard - at the Thragul ruins. You're supposed to take this message to Ran in Windbreak.

The Orc promises you entry to the King's burial chamber through the Orc-dug tunnel - AFTER they've taken what they want for themselves, of course...

SOLUTION: An easy task - leave the cave the same way you came in and return to Windbreak to tell Hograd of the Orc's suggestion.

Remember it's easier to use the teleporter to the west of the Kings' Barrows main structure.

REWARD: EP=10xPL, Side Quest

MISCELLANEOUS: Quest "Whitehead (Part I)"- Required!!

Quest: Captain's Message

Region:	Windbreak
Quest Giver:	Captain Ran Hograd ②
Location / Quest:	Hograd usually sits on one of the benches near the village's northwest gate.

If you return to Windbreak and tell Hograd about Whitehead's challenge, Ran will see this as a great chance to finally get rid of the big Orc.

The captain has now almost fully recovered from his wound. So Hograd accepts and commissions you to tell Whitehead this. Now you return to the Orc and tell him of Hograd's acceptance.

Solution: Return to the Kings' Barrows and deliver Hograd's message to Whitehead. It's best to use the teleport station. Whitehead is pleased - he once again confirms that you can go through his tunnel to the King's burial chamber when his people have finished digging - but that will take a while... the best way is to return to Windbreak again and get your reward from Hograd.

When you get back to the Kings' Barrows, Whitehead has vanished and you can get into the main structure. BUT - be careful! In spite of his promise, some isolated Orcs may be moving around in the passageways - and they ain't friendly!

When you enter the burial chamber, be careful - your old friends the Skeletons are here in numbers! However, lots of treasure will compensate you for your efforts - just remember to take enough lockpicks with you in your inventory.

Reward: EP=10xPL, Access to Kings' Barrows

Miscellaneous: Quest "Whitehead (Part II)"- Required!!

Quest: The Woodcutters' Camp

Region	Windbreak
Questgiver	Sigyor ③
Location of Questgiver	Sigyor is in the immediate vicinity of the northwest gate.

Some bandits have occupied a woodcutters' camp on the trade route to Cathalon and are endangering the passing caravans.

Sigyor asks you to clean up this camp and make the route safe again for the millers that absolutely depend on it.

Solution: The first thing is to find the woodcutters' camp. Aim south of Windbreak until you reach the trade route to Cathalon. Once on that road, head east until you come upon the camp a short distance before you reach the forest.

Or... you could head southeast from Windbreak, passing the cemetery on the way. Continue on in a southeasterly direction until you see the woodcutters' camp. The hefty reward is justified. Six to eight very dangerous bandits are waiting in that camp.

You'd be better off trying to put the archers out of commission first using long-distance magic or other such distance weapons. Archers are nasty while you're involved in hard close combat! After you've killed them all, rummage through the chests in the camp and get back to Windbreak for your reward.

Reward: 1,000 pieces of gold, EP=10xPL, 1 Skill Point

Quest: The Insects

Region:	Windbreak
Questgiver:	Sigyor ③
Location of Questgiver:	Sigyor is in the immediate vicinity of the northwest gate.

Sigyor the miller has asked for your help. He sells sand to the Congregation members as a paid hobby, so to speak...

He knows a sand pit where especially fine-grained sand for sand glasses is available. Unfortunately Sigyor can't go to the pit anymore, because several huge insects have occupied it.

There are ruins there, too - and the insects seem to feel at home - so Sigyor asks you to get rid of them - then he can make money on the side again. He suggests that you go to Master Oldrin - apparently he knows all about insects.

Solution: You can either go to Oldrin first (►Quest "Insect Egg") and get a second task in the insects' sandpit, or carry out Sigyor's task right away.

Head northeast on the road to the windmills - when you reach them, turn east and after a short time you'll come to the sand pit at the fringe of the forest.

Three female Trachidae, known as Mantis, and five males are lurking there. Kill them and return to Sigyor for your reward.

Reward: 500 pieces of gold, EP=10xPL, 1 Skill Point

Miscellaneous: Quest "The Woodcutters' Camp"- Required!!

1. Sigyor (Questgiver in Windbreak)
2. Graveyard of Windbreak
3. Woodcutters' Camp
4. Abandoned Works (►The Insects)

QUEST: INSECT EGG

Region:	Windbreak
Questgiver:	Master Oldrin ④
Location of Questgiver:	Master Oldrin's house is at the northeast village gate.

Master Oldrin is a scientist whose passion is the various kinds of monsters on Antaloor.

That's why he's really excited about the nearby Trachidae. He's wanted an egg of this species for some time now to advance his research.

He asks you to get him one from the sandpit close to the village.

Solution: Head northeast on the road to the windmills. When you reach them, turn east and after a short time you'll come to the sand pit at the fringe of the forest. The egg will be in the middle of the ruins - easy to spot.

Either it's a fast and skilful in and out again - or an insect slaughter... The fast move isn't quite so easy... the three females and five males will soon surround and attack you - so the Sneak mode is recommended to start with here - this will improve your chances of stealing the egg with no bloodshed.

When you've got the egg, return to Oldrin and get your reward.

Reward: 1,000 pieces of gold, EP=10xPL, Reputation Congregation +1

Miscellaneous: Quest "The Insects"- Required!!

QUEST: I AM THE REAL ONE!

Region:	Windbreak
Questgiver:	Annon Moha (5)
Location of Questgiver:	Annon lives in his hut to the northeast of Windbreak, in the immediate proximity of the teleport station

Annon Moha, a Mage with a great reputation, has permitted a double of himself to be made. Now he regrets it and wants your help.

To get rid of his double, he'll need to destroy the mirror that was used in the procedure - but his apprentice Esperon Hiatos has it - and he's gone to Four Stones.

Solution: First travel to Four Stones and look for Esperon Hiatos. The village is located to the northeast of Windbreak, on the big trade route from Cathalon to Tharbakin. Esperon will be near a bar in the middle of the village, wearing a cowl. Ask him about the mirror.

In the following series of quests, you can decide whether you want to take the mirror to Annon, or go to the Mage Lokar Maios in Cathalon - he's the one who thought up this double spell. However, if you help Lokar, you can't take on Annon's quest. If you take the mirror to Annon, he can then destroy his double and start his normal life again with his apprentice.

Reward: EP=10xPL, Gold=30xPL

Miscellaneous: You'll come across an identical quest in the "Four Stones" region. This isn't an error - the reason lies in the very nature of the quest itself - Annon Mohas' double in Four Stones says that he's the real Annon.

Unfortunately we don't know which one actually IS real... you'll have to eventually go with one or the other of the Annons - or give Lokar Maios the mirror in Cathalon.

Eastern & Western Camp

Antaloor is in a state of war - the Orcs have reached the south bank of the Gon - and don't want to stop there. So the Royal Cathalonian Army has put up various camps on the north riverbank to drive the Orcs back. The largest of these camps are to the west and the east of Qudinar.

Both are protected by palisades of wood and offer lots of contacts with the Brotherhood for you once you get in. You can collect reputation points - and there are many side quests for you to take on from the overburdened soldiers.

You'll find the most important of these quests lie with the individual Commanders of the camps. So a visit to Evon Creos and Landor Drake would be the ideal start for you. You'll recognize them by their superior armor and red cloaks.

1. Ugly
2. Rigwell
3. Rek Crooket (➤ Deliver a letter)
4. Bodlo (➤ The Cook)
5. Marco Rivdal (➤ Theft of some underpants)
6. Xyros (➤ Mind the Trap)
7. Samel Girkon
8. Gravor (➤ The Deserter)
9. Landor Drake (➤ Three bottles of whisky)
10. Tent and clothesline
11. Arion Theries (➤ Lost armor)
12. Aristo Radeias
13. Evon Creos (➤ A deserting soldier)
14. Wilcor
15. Captain Spirk (➤ The two deserters)
16. Rolling Water Cave
17. Teleport station at Western Camp
18. Maliel Shrine

QUEST: DELIVER A LETTER

Region:	Eastern Army Camp
Quest giver:	Rek Crooket ③
Location of Questgiver:	Rek is on the right of the gate to the Eastern Camp.

Rek hates the military life - he never stops trying to leave the camp.

This time he's forged a letter for Landor Drake, the Camp Commander, stating that he's to be transferred away.

You turned up just at the right time for Rek – he needed an envoy - but he still doesn't tell you what's in the letter.

Solution: You'll find the Commander if you walk straight on in from the main gate. He'll be standing in front of his tent - dressed like a Commander should be dressed - gloriously. Give him the forged letter.

The Commander immediately sees that it's a forgery - but he also suspects that you're Rek's accomplice - and forces you to accept a side quest (➢ Quest "Three bottles of whisky"). You can accept this whisky quest and complete it or you can ignore it – but whatever you decide, return to Rek after you speak to the Commander and get your reward.

Reward: Gold=30xPL, EP=10xPL, Letter for the Commander

QUEST: THREE BOTTLES OF WHISKY

Region:	Eastern Army Camp
Quest-giver:	Commander Landor Drake⑨
Location of Quest-giver:	The Commander is in front of his tent in the Eastern Camp - from the main gate, head southeast.

Whether the Commander DOES take you for an accomplice or not is unimportant - the fact is, he's got you in the palm of his hand.

You'll only escape punishment if you do him a 'favor' - bring him three bottles of whisky.

He gives you 90 pieces of gold to pay for the whisky - he can't get it himself, since he has to set an example for his soldiers - and he can't (or won't) tell you where to get it. He directs you to "your friend" Rek Crooket for more information.

Solution: Rek is on the right when you enter the camp through the main gate. He tells you that Samel Girkon has whisky - and he gives you the buyers' password.

To find Girkon, head east from the main gate and pass the kitchens - you'll see the smuggler at a fire behind the kitchens. The password and payment reassure him and he gives you the three bottles - now return to the Commander.

Reward: 90 pieces of gold for acquiring the Bottles of Whisky

QUEST: THEFT OF SOME UNDERPANTS

Region:	Eastern Army Camp
Questgiver:	Marco Rivdal (5)
Location of Questgiver:	Marco Rivdal hält is usually at the campfires to the right of the entrance to the Eastern Military Camp.

The soldiers are unhappy about the many drills they have to do under Landor Drake.

Their revengeful plan is to hang a pair of Drake's used underpants on the camp flagpole.
Marco Rivdal asks you if you can obtain a pair of the Commander's underpants - the soldiers have collected some gold as a reward.

Solution: Go the riverbank where a servant of Drake's usually does the Commander's washing - behind a tent there, you'll find what you're looking for hanging on a drying line - remove the underpants and take them back to Marco.

Reward: Gold=30xPL

1. Teleport station at Eastern Army Camp
2. Marco Rivdal (Questgiver)
3. Clothesline on the waterfront
4. Maliel Shrine
5. Commander Landor Drake

QUEST: THE COOK

Region:	Eastern Army Camp
Questgiver:	Bodlo the Cook (4)
Location of Questgiver:	The cook is standing in front of the army kitchen - it's to the left of the entrance gate in the Eastern Camp.

Army cook Bodlo is near to tears.

He's received an order to make a special dish for the officers - and he needs seven wolf hearts to make it.

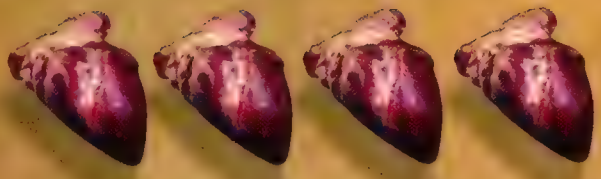
Bodlo asks you to get them for him.

Solution: Head north from the camp into the woods - there you'll find several wolf packs - so getting the hearts shouldn't be a problem for you. When you've got seven, return to Bodlo.

You won't get gold or anything like that from him - instead he'll give you information about some hidden treasure near Qudinar (➢ Quest "Hidden treasure").

Reward: Information about treasure near Qudinar, EP=10xPL

Miscellaneous: Get this treasure - you won't regret it!



QUEST: MIND THE TRAP

Region	Eastern Army Camp
Questgiver	Xyros ⑥
Location of Questgiver	Enter the camp - Xyros the Ranger is on the left between two tents.

An Orc is causing havoc around the camp - the traps he sets are killing and maiming soldiers.

He engraves his initials on every trap - U and Y - so the soldiers call him Ugly.

Even Xyros, an experienced tracker, can't find him. So he's turned to you.

Solution: You'll find Ugly at a small campfire he's built in some foundling trees. From the camp, take the road to the northwest and keep to the right at the teleport station.

You'll come to a stone circle to which there's only one entrance - this is it! When you've killed Ugly, return to Xyros and tell him that the Orc has been eliminated.

Reward: 1 Skill Point, Gold=80xPL, EP=10xPL

Tip Taking a look in the chests - and in Ugly's inventory - might prove interesting for you...

QUEST: THE DESERTER

Region:	Eastern Army Camp
Quest giver:	Ambassador Gravor ⑧
Location of Quest giver:	The King's Ambassador usually stands near Commander Drake in the Eastern Camp.

This one involves high treason.

Kun Paik is a former high-ranking officer of the Cathalonian Army - but he deserted to the Orcs. He's with them now in Hadeborg.

To prevent him passing on vital information about the army' tactics and defense strategies, find him - and kill him.

Solution: Make your way to Hadeborg. To do that, swim across the river south of the camp - or travel to Qudinar and cross the Gon by the bridges there.

When you've reached Hadeborg, beware of the Orcs and the Cyclops! Now get into the heart of the stronghold - and don't worry about your way back - at the rear of the castle there's a teleport station, which is standing near the traitor, Kun Paik.

As the only human opponent here, he's easy to find! When you've killed him, return to Gavor in the Eastern Camp and collect that considerable reward.

Reward: Gold=150xPL

Miscellaneous: Quest "Arrows for Rigwell"- Required!!

- Survey map on page 118 -

QUEST: A DESERTING SOLDIER

Region:	Western Army Camp
Questgiver:	Evon Creos, Commander of the camp (13)
Location of Questgiver:	Find Creos at his tent - it's slightly to the right if you walk from the entrance gate of the Western Camp

The Commander has problems keeping discipline among his soldiers. An increasing number of soldiers have been deserting - the Orc war is too much for their nerves apparently.

Currently, the search is on for one young soldier who went AWOL - he didn't return from a visit to an inn.

Evon Creos asks you to find the deserter and report back to him.

Solution: Leave the camp by way of the north gate and head north. After a while you'll come to the "Leaning Elm Inn". You'll find Arion Theries the deserter at the open-air benches.

However, this guy's not really your standard, cowardly deserter - talking to him, you soon find out that he would indeed like to go back to his comrades, but he has a problem that must be solved first (➤ Quest "Lost Armor").

You can either help him or return to the Western Camp and report his whereabouts to Evon Creos.

Reward: Ep=10xPL

1. Teleport station at Western Army Camp
2. Leaning Elm Inn (Your target)
3. North gate to Western Army Camp
4. Maliel Shrine
5. Commander Evon Creos (Questgiver)

QUEST: LOST ARMOR

Region:	Western Army Camp
Questgiver:	Arion Theries (1)
Location of Questgiver:	In front of the Leaning Elm Inn to the north of the Western Camp.

Arion's up to his neck in it. He lost his armor in a card game the night before - Aristo Radeias is now the proud owner.

So he can't return to the camp - in wartime a soldier without his armor could dangle on the gallows. So Arion asks you to help him get it back.

Solution: Fortunately, Aristo Radeias, the winner of the card game, isn't too far away - he's just behind the inn.

If you talk to him, you can buy the armor from him for 200 pieces of gold - or you can kill the cardshark. Return the armor to Arion Theries - now he can go back to camp.

Reward: EP=10xPL, Brotherhood Reputation +1

QUEST: THE TWO DESERTERS

Region:	Western Army Camp
Questgiver:	Captain Spirk (15)
Location of Questgiver:	Spirk is in the eastern section of the Western Camp.

Captain Spirk tells you that two of his men are AWOL and are now officially classed as deserters.

He commissions you to carry out their lawful punishment - death.

One of the deserters is called Wilcor, and as proof of their deaths, you're supposed to bring back his braid..

Solution: Your search for two deserters leads you only to Wilcor - his companion Tori apparently drowned in the river. Wilcor can be found sitting at a campfire near the river, if you follow the Gon more or less towards Cathalon.

However, Wilcor denies being a deserter. He says Spirk sent him and Tori to Cathalon on a special mission, which, he says, was only a sneaky ruse of the Captain to get rid of him - Spirk apparently doesn't like the fact that Wilcor's engaged to his sister. The Captain wants a brother-in-law who can advance his career - says Wilcor.

You can end this quest in two ways: kill Wilcor and take his braid - or let him live. If you let him live, you'll have to persuade him to let you have his braid - and he won't like that - he's attached to it after all. In both cases, you return to the Captain with the braid and receive your reward.

Reward: Gold=150xPL

Qudinar

Qudinar is a vibrant trading metropolis in the heart of Antaloor. The trading happened because the town was ideally situated for water trade - built on an island in the river!

Since the war has destroyed all the other bridges over the Gon, the Qudinar bridges form the last links between the south and the north of this war-torn land.

So it's understandable that the town's chock-full of merchants - and there's bound to be a bargain to be found, too! Numerous side quests make Qudinar a rewarding place to visit.

1. Graveyard of Qudinar
2. Argos Moraios (➤ Find Necromancers)
3. Origen Ormaios (➤Hunt down the Mage-turned-Necromancer)
4. Yan Radeios (➤ Burglars downstairs!)
5. Seloth Brotun (➤ Find a Necromancer's spell)
6. Zatagi (➤ The Breach)
7. Sling (➤ The Shard)
8. Aki Hosuno (➤ Removal)
9. Garrid Swan (➤ Another Strange Delivery)
10. Takis Royo (➤ A dead wife)
11. Yan Tadeios (➤ Smuggle in the poison)
12. Stellios Tarm (➤ Find War Hero)
13. Panas Luminos
14. Nikias Chroes
15. Athos Keios (➤ Supply lockpicks)
16. Stellios Lomaios (➤ Get back the family heirloom)
17. Treasure (➤ Hidden treasure)

QUEST: HIDDEN TREASURE

Region	Qudinar
Quest-giver	Bodlo
Location of Questgiver	Bodo is to be found in the Eastern Army Camp at the kitchen tents.

When you helped Bodlo the cook with his problem, he couldn't give you any money - but he let you into a secret!

A cook can always eavesdrop on the officers - and Bodlo heard of a treasure near Qudinar.

It belonged to an Orc who was killed and robbed by the officers, who then hid the treasure underneath a rowing boat near Qudinar.

SOLUTION: First you'll have to get to the far northwest corner of Qudinar where you'll find an upturned boat - the treasure is under the boat.

Big reward coming your way... long live wolf hearts!

REWARD: 50,000 pieces of gold

MISCELLANEOUS: Quest "Bodlo the cook"- Required!!

QUEST: BURGLARS DOWNSTAIRS!

Region:	Qudinar
Questgiver:	Yan Radeios (4)
Location of Questgiver:	Yan Radeios is standing in front of his house. Coming from the north gate, the building is on the right in the street that comes after the first turnoff.

A few burglars have broken into Yan's cellar.

Since the Town Guard is slow to react, he asks you to do something about it for him.

Solution: Enter the cellar and kill them.
BUT BEWARE! In the catacombs, Skeletons can still make a sudden appearance. If you speak to Radeios again, you'll get your money.

You also discover a secret passageway in the cellar, one which leads out of the town. The cellar entrance is outside the town wall, near the cemetery.

Reward: Gold=30xPL, 1 Skill Point, Ep=10xPL
Miscellaneous: Secret Passageway

1. North entrance to Qudinar
2. Graveyard of Qudinar
3. Secret entrance to Qudinar
4. Yan Radeios (Questgiver)
5. Cellar of Yan Radeios

QUEST: FIND NECROMANCERS

Region:	Qudinar
Questgiver:	Argos Moraios (2)
Location of Questgiver:	Moraios is at the passageway leading to the town's teleport station.

Argos is hunting some Necromancers, who are supposed to be in Qudinar.

He promises you a nice reward if you report to him any of that ilk you might see.

SOLUTION: Start walking through Qudinar - keep your eyes open for Mages in dark clothing. They don't stay in one place - they move around.

It would be best to solve a few quests - you can still keep a wary eye out for the Necromancers while you're working.

Whenever you see one of them, (e.g. near the teleporter) and you get near him, you've completed Moraio's quest. Return to him for your reward.

REWARD: Gold=30xPL, EP=10xPL, Congregation Reputation +1

QUEST: FIND A NECROMANCER'S SPELL

Region:	Qudinar
Questgiver:	Seloth Brotun (5)
Location of Questgiver:	Seloth is standing behind a pillar to the north of the teleport station.

Seloth needs a Necromancer's spell and promises you a nice reward.

If you have the relevant map, you can sell it to him.

SOLUTION: If you're lucky, one of the illegal traders in the town might have the kind of map you need - but it's unlikely. It's easier to find a Necromancer, kill him and take a map out of the inventory.

If you attack the Necromancer in the town, do it quietly and quickly - otherwise it's "Hello Town Guard"! Another source is the Necromancer who lives near Covengor, Orm Voragor (➤ Quest "Bring me some Taint "). He'll give you a few tasks - and a spell card for each one!

REWARD: Gold=30xPL, EP=10xPL, Congregation Reputation +1

MISCELLANEOUS: 2 Reputation Points with Congregation required

QUEST: A DEAD WIFE

Region:	Qudinar
Questgiver:	Takis Royo (10)
Location of Questgiver:	The widower Takis Royo's house is in the southwest sector of the town, not far from the Column of fire in Qudinar.

Royo's wife just died - and since then, he's had a terrible, recurring nightmare.

In it, his dead wife nags him that he didn't put her favorite necklace in her grave... he hopes he can sleep normally again if the damn thing is put into her grave.

Undead are in the cemetery outside the town, though - and he's too scared to go out there. He gives you the necklace and asks you to lay it on her grave.

Solution: You'll find the cemetery if you leave Qudinar by the north gate and keep right. Follow the town wall for a while and you'll come to the last resting place of Qudinar's dead.

Kill the Skeletons and the Zombies. Then go to the woman's grave, straight on from the main entrance. When you reach the grave, the necklace will leave your inventory and fall on to the grave.

Now return to Takis Royo..

Reward: Gold=30xPL, EP=10xPL

QUEST: SMUGGLE IN THE POISON

Region:	Qudinar
Questgiver:	Yan Tadeios (11)
Location of Questgiver:	Yan's house is on the right hand side of the street that runs from the north gate to the column of fire.

Since the Cathalonian army has come to town, the inhabitants, all independence-minded, are extremely annoyed by the conduct of General Panas Luminos and his men.

Yan Tadeios intends to poison him. An accomplice of his has already succeeded in infiltrating the General's quarters in the role of a servant - but security is very strict, with body searches etc., and there's no chance of an assassination attempt from that angle. Yan needs someone who won't arouse suspicion - then that person could smuggle poison into the place.

Solution: Look for the general's living quarters first - on the left hand side at the camp entrance - the camp's in Qudinar's southern sector. The guard at the door won't let you in - only war heroes are allowed in there and such men always have a medal, which you can get if you complete the quest called ➤ "Find War Hero".

If you get into the house, you can give Yan's accomplice the poison, completing the quest - OR - you could tell the General about the planned assassination attempt.

Reward: EP=10xPL

1. North entrance to Qudinar
2. Yan Tadeios (Questgiver)
3. House of General Panas Luminos
4. Stellios Tarm, the guard of the general
5. South entrance to Qudinar

QUEST: FIND WAR HERO

Region:	Qudinar
Questgiver:	Stellios Tarm (12)
Location of Questgiver:	This soldier is on guard duty in front of General Panas Luminos' house. The house is to the right at the camp entrance, in the southern sector of Qudinar.

Stellios is the General's personal adjutant and as such responsible for his safety.

He'll only let you into the house if you have a hero's medal for bravery.

Solution: The army camp is to the east of the house - this is where you'll find the old veteran war Nikias Chroes.

He's at a tent with a boar's head in the rear left corner. If you talk to him, he'll sell you what you need for 100 pieces of gold.

Then return to Stellios who'll now let you in.

Reward: Medal, 2 Skill Points, EP=25xPL

Miscellaneous: Quest "Smuggle in the poison"- Required!!

QUEST: FIND A NECROMANCER'S STAFF

Region:	Qudinar
Questgiver:	Seloth Brotun (5)
Location of Questgiver:	Seloth will be to the north of the teleport station in Qudinar.

Seloth is a Mage who is enthusiastic about Black magic research. Although necromancers are being hunted all over town, he still carries on finding out as much as he can about the dark arts.

He's come to a phase in his research where he needs a Necromancer's staff - the staff of a master Necromancer, a senior Necro staff.

He promises you a rich reward if you can get him one like this.

SOLUTION: On this quest, you'll have to bear in mind that each Necromancer's staff has its own peculiar characteristics - to complete this quest and get the gold, you'll need a "Senior Necro staff."

You could find one of these rare objects if you leave Qudinar and travel to the Water Claw Tower - a Necromancer's tower south of Ashos. Lots of nasty Necromancers will be waiting in the inner courtyard for you when you finally arrive at the Tower. Kill one of them and get his staff.

Now get back to Seloth in Qudinar - he'll be delighted with the staff's quality - and you'll get your reward.

REWARD: Gold=80xPL, EP=10xPL, Congregation Reputation +1

MISCELLANEOUS: Quest "Find a Necromancer's spell!"- Required!!

QUEST: HUNT DOWN THE MAGE-TURNED-NECROMANCER

Region	Qudinar
Quest giver	Origen Ormaios ③
Location of Quest giver	Origen Ormaios is standing at the passageway to Qudinar's teleport station.

When you gave the staff to Seloth Brotun, he became a Necromancer - and that's definitely a no-no in this town - so he's being hunted by the Town Guard... and you're suspected of being his accomplice!

You CAN prove your innocence, however - just find him - and kill him.

SOLUTION: Seloth Brotun is in Qudinar's cemetery - to get to him, leave the town by way of the north gate - the cemetery is on the right outside the town wall.

Wyverns have often been spotted in the area - so be careful! When you get to Seloth, it's decision time for you again - let him live and have the Town Guard come after you - or complete the quest and kill him... but if you do kill him, take a peek in his inventory before you return to Origen for your reward!

REWARD: Gold=80xPL, EP=10xPL, Congregation Reputation +1

MISCELLANEOUS: Quest "Find a Necromancer's staff"- Required!!

QUEST: SUPPLY LOCKPICKS

Region:	Qudinar
Questgiver:	Athos Keios (15)
Location of Questgiver:	This thief will be behind the south gate on the left behind the first stairway.

Athos wants to buy lockpicks from a Giriza merchant - but the guy doesn't want him as a customer - so, Athos asks you to get five lockpicks from the merchant for him.

Solution: When you leave Athos, turn left immediately. A stairway leads into an inner courtyard there and at the far end of it you'll see Stelios Lomaios with his wares.

He'll only deal with you, however, if your reputation with the Giriza is satisfactory. If you speak to him, you'll find out that he won't sell any lockpicks to Stelios because Stelios stole a brooch from him.

If all is OK, you can buy the lockpicks and take them to Athos - or just drop the whole thing - because the side quest concerning that brooch is much more interesting! (➤ Quest "Get back the family heirloom")

Reward: 200 pieces of gold, EP=10xPL

Miscellaneous: 2 Reputation Points with Giriza required

1. North entrance to Qudinar
2. Dungeon entrance to Qudinar
3. Stelios Lomaios (➤ Get back the family heirloom)
4. Athos Keios (Questgiver)
5. South entrance to Qudinar

QUEST: GET BACK THE FAMILY HEIRLOOM

Region:	Qudinar
Questgiver:	Stelios Lomaios (16)
Location of Questgiver:	Go up the stairway on the left behind the south gate - he's at the end of the inner courtyard there.

The thief Athos Keios burgled Stelios' house and stole his wife's brooch.

The brooch is a family heirloom and Stelios' wife treasures it - his father-in-law is also a Giriza man and Athos coincidentally chose him as his fence - the father-in-law recognized the brooch and immediately informed Stelios.

Stelios asks you to get the family heirloom back.

SOLUTION: Athos is near the south gate - speak to him about the brooch - it transpires that he doesn't want to give it to you and attacks you right away - so you'll only get the brooch if you kill him.

It's key that you speak to Athos and that he attacks you - but remember if you draw your sword first, you'll have the Town Guard and all the nearby merchants on your back!

Then you can take the brooch to Stelios - and that will not only bring you your reward, but also nicely enhance your rep. with the Giriza!

REWARD: 2000 pieces of gold, EP=10xPL, Giriza Reputation +1

MISCELLANEOUS: Quest "Supply lockpicks"

QUEST: ANOTHER STRANGE DELIVERY

Region:	Qudinar
Questgiver:	Garrid Swan (9)
Location of Questgiver:	This Merchants' Guild member is in the Guild house near the north gate.

Your travels as a go-between for the Merchants' Guild now takes you to Ashos as well.

Garrid Swan has a package for you - he wants you to take it to the harbor metropolis.

Your contact person there is Congregation member Takashi Misuke. Gold and enhanced reputation will be the rewards for this quest.

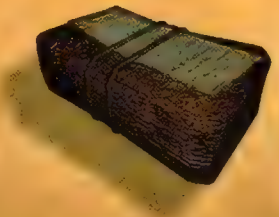
SOLUTION: This task is simple Simon for you - travel to Ashos. Go through the main gate - Misuke is in the first house on the right.

Give him the package and get your reward... too easy, eh? Then you can visit Talor Ravinard, the leader of the Merchants' Guild in Cathalon.

REWARD: Merchants' Reputation +1

MISCELLANEOUS: Quest "Earning trust" in Tharbakin, then Quest "The Arrangement" in Cathalon required

1. Qudinar (outwith the map sector to the northeastern)
2. Main entrance to Ashos
3. Takashi Misuke (Target person)
4. Teleport station of Ashos
5. Dungeon entrance of Ashos



QUEST: THE BREACH

Realm:	Qudinar
Quest giver:	Zatagi ⑥
Location of Quest giver:	Zatagi (a Giriza man - not a Greek dance!) will be in the anteroom of the Congregation house on the northern town wall.

The Giriza wants to get its hands on secret documents concerning the plans of the Merchants' Guild.

Zatagi commissions you to get them for him - for a suitable reward, of course.

SOLUTION: The documents in question concern plans for a Dwarven foundry - this would mean that steel could be made using this age-old technology, which is unique and was until now a very well-kept Dwarven secret.

Ominously, the Merchants' Guild now has them in Cathalon. To get the papers, you'll have to take on another Merchants' Guild quest first - (► Quest "Another Strange Delivery").

Now you can betray the Merchants' Guild and bring the documents to Zatagi who wants to take a look at them. Zatagi will then tell you to take them to Ashos as originally planned to prevent the Merchants' Guild from becoming suspicious.

After that, you can get to the leader of the Giriza - sneaky stuff, eh? (► Quest "Removal")

REWARD: Giriza Reputation +4

Tell the one you're only working for them - you'll always collect reputation points that way.

QUEST: THE SHARD

Region:	Qudinar
Questgiver:	Sling (7)
Location of Questgiver:	Sling is located in the Giriza house at the northern wall.

The Giriza offer you good money to kill a man nicknamed Scar. It's he who has been causing problems for the Thieves' Guild in Gorelin.

Scar has until now always managed to escape their grasp - so they ask you to kill him.

Four Stones is supposed to be the place where he was last seen, so that's where to start your search.

SOLUTION: Travel to Four Stones village to the north of Cathalon - Scar's in the open-air inn there. It's no problem for you to bump off this weak opponent - but all the villagers are at your throat - so after you kill him, beat it out of there - FAST!

And try not to take any more tasks on there, either! The best way to do this is to ask around in the village for any interesting tasks before you kill Scar... Go back in Qudinar for your juicy reward - and the permission to speak to the leader of the Giriza!

REWARD: Gold=80xPL, Giriza Reputation +4

1. North entrance to Four Stones
2. Teleport station of Four Stones
3. Habitation of Scar (Target person)
4. South entrance to Four Stones
5. Direction to Qudinar (outwith the map sector)

QUEST: REMOVAL

Region	Qudinar
Questgiver	Aki Hosuno ⑧
Location of Questgiver	The Giriza leader is in the Thieves' Guild house at the northern town wall.

Aki commissions you to kill the leader of the Merchants' Guild, Talor Ravinard - he believes that this action will greatly weaken the Merchants' Guild.

He promises you the highest bounty ever paid by the Giriza to a mercenary if you succeed.

SOLUTION: OK, and it's off to Cathalon you go... Ravinard (no first-name terms used here - you have to kill the guy!) is in the Guild house located on the left after the north gate.

If you kill him, the other members in the house will go on the warpath - but the main trigger for the other quests here is the death of Talor Ravinard. After you've killed him, escape and get back to Aki ASAP!

REWARD: 30,000 pieces of gold

MISCELLANEOUS: 2 Reputation Points with the Giriza required

1. North entrance to Cathalon
2. Talor Ravinard (Target person)
3. Teleport station of Cathalon
4. Southwest entrance to Cathalon
5. Direction to Qudinar (outwith the map sector)

Ashos

Ashos is Antaloor's southernmost metropolis and an architectural jewel. The Asiatic-styled buildings, the many canals and an exotically clothed population are truly fascinating - never a dull moment!

Yatholen's Temple looms over the city, honoring the god of the sea. There are statues of Serpents everywhere. This city in the mouth of the delta is also well-known for its many merchants and bargains - prices here are often much cheaper than elsewhere.

There's another Ashos plus, too - all is not lost if you caught committing a crime and thrown out of the city - OK, the main gates will remain closed to you - but there IS a secret entrance to the city, although you'll have to swim to use it - Go to the southern sector of the city wall until you come to the main canal that flows into the Gon.

Two grids are missing from the trellis gates here - and that's your entrance to the city - or your exit point for swimming out.

1. Kouji Hisakawa (➤ Get back my letters)
2. Takashi Misuke (➤ The Leader)
3. Takumi Kajiura (➤ Magic dust trading)
4. Yorun Togawa (➤ Find Hoko)
5. Yuki Masanori
6. Arai Kurihara
7. Kano Mizoguchi (➤ Look in the temple)
8. Poets house
9. Yaida Masae (➤ Clearing the forest)
10. Hoko Sayuri (➤ Find Hoko's sister)
11. Kimura Ishii (➤ Clear the poet's old house)
12. Teleport station of Ashos
13. Dungeon entrance of Ashos
14. Hajime Masaware (➤ Tracking down the magic dust dealer)
15. Kenji Sahashi (➤ Contacting the magic dust dealer)
16. Uchinao Sakamoto (➤ Get rid of the greedy sister)
17. Hidee Sakamoto (➤ Take the will to the mayor)
18. Masakore Murata (➤ Medicine for the mayor)

QUEST: FIND HOKO

Region:	Ashos
Questgiver:	Yorun Togawa ④
Location of Questgiver:	This member of the City Guard is usually in front of the south gate.

Yorun Togawa needs your help in a matter of the heart... A lady friend of his is called Hoko - and Hoko's sister is missing. She normally works in the temple - Togawa asks you to find Hoko and help her.

Solution: When you leave Yorun Togawa, keep left until you come to a fountain. The house on the right belongs to Hoko's family. If you go in, you'll meet her right away. Just by listening to her problem, you've already fulfilled your task for Yorun!

However, you should start looking for her sister right away - don't go back to the City Guard just yet. When you've visited the temple, you can then return to Yorun and take on a side quest.

When you've brought the medicine to the Mayor (➤ Quest "Medicine for the Mayor"), you should return to Yorun Togawa the Gate Guard. You'll find out from him that Hoko has flown the coop - but he doesn't know why... and you can tell him that the Mayor killed Hoko's sister.

Now Yorun will ask you to find Hoko – you're supposed to tell her that he wants to leave the city with her. You'll find Hoko at a teleport station on the road from Ashos to Gor Gammar. During the conversation, you can let her know that Yorun Togawa wants to "elope" with her. Now you should return to Ashos and tell Yorun where Hoko is.

Reward: A Side Quest, EP=10xPL

If you want to explore Ashos first, don't pick up the Water Element Stone in the temple whatever you do... If you do, Yatholen's protection will no longer cover Ashos - and the Orcs will get in!

QUEST: FIND HOKO'S SISTER

Region:	Ashos
Questgiver:	Hoko Sayuri (10)
Location of Questgiver:	Hoko's in her family house, which is located left of the south gate, opposite a fountain.

Hoko asks you to search for her missing sister and suggests you should sneak silently into the temple where she was last seen.

Solution: Of course you'd like to get into Yatholen's Temple and look for her sister - after all, there lies part of your main quest solution!

So Hoko's idea that you should first visit Uchinao Sakamoto the blacksmith really suits your plans - she says he has a key to the temple too, so off you go! (► Quest "Talk to the Blacksmith"). Speak with the blacksmith and take on his quest, which concerns the Sakamoto brother and sister and their arguments about their parents' will - you'll HAVE to do this if you want the key, because Uchinao won't give you anything until you help him.

Depending on whom you side with, your road will ultimately lead you to the Mayor of Ashos - and he'll also want to make use of your services. Then you can enter the Mayor's bedroom, two rooms further on. Here you'll find a red dress that belongs to Hoko's sister... she's obviously been killed by the Mayor, who is actually a Werewolf. You can now return to Hoko with this sad news... but let's take it step-by-step...

Reward: EP=10xPL

Miscellaneous: Quest "Find Hoko"- Required!!

QUEST: TALK TO THE BLACKSMITH

Region:	Ashos
Questgiver:	Hoko Sayuri (10)
Location of Questgiver:	Hoko's in her family house to the left of the south gate, opposite a fountain.

The Ashos blacksmith, an acquaintance of Hoko's, recently put in a new door and lock for one of the temple side entrances.

So he must have a spare key...
Hoko suggests that you visit the smith Uchinao Sakamoto for a possible spare key to the temple.

Solution: You'll find the smith if you turn right when you leave Hoko's house and walk on until you reach the city wall. Follow it for a while, until you come to a canal.

Cross the first bridge and follow that street to the end. You'll find Uchinao on the left, in front of his smithy. Talk to him to complete this part of the series of quests and to get the key for the temple.

Reward: EP=10xPL

Miscellaneous: Quest "Find Hoko's Sister"- Required!!

Tip If you want to explore Ashos first, don't pick up the Water Element Stone in the temple whatever you do... If you do, Yatholen's protection will no longer cover Ashos - and the Orcs will get in.

QUEST: GET RID OF THE GREEDY SISTER

Region:	Ashos
Questgiver:	Uchinao Sakamoto (16)
Location of Questgiver:	The smithy is at the southwest end of the city - you'll normally find him there.

He tells you that he's in the middle of an inheritance quarrel with his sister Hidee. His side of the story is that she's trying to take the smithy away from him...

Their father left it to Hidee - but the smith doesn't think this is a job for a woman... he offers you the temple key if you'll go to his sister and persuade her (by force if necessary) to give up the idea of taking over the smithy.

Solution: 'Tis your choice! Kill the smith when no one's looking and just take the key to continue the quest ➤ "Find Hoko's Sister", or go to Hidee and listen to what she has to say.

She lives in the house directly after the canal bridge, which you've already crossed. You can kill her there and return to the blacksmith who will then give you the key... OR - you can start another series of quests for Hidee (➤ Quest "Take the will to the Mayor").

Reward: The Key to the Temple, EP=10xPL

Miscellaneous: Quest "Talk to the Blacksmith"- Required!!

1. Main entrance to Ashos
2. Hoko Sayuri
3. Hidee Sakamoto (Target person)
4. Schmied Uchinao Sakamoto (Questgiver)
5. Mayor Masakore Murata

QUEST: TAKE THE WILL TO THE MAYOR

Region:	Ashos
Quest given by:	Hidee Sakamoto (17)
Location of Questgiver:	You'll usually find Hidee in her house beside the main canal in the southeast sector of the city.

Hidee just lost her father - she nursed him until the end, after her brother the smith had thrown him out... this is why (says Hidee anyway) that the father left her the smithy and not his son.

Now the smithy has to be transferred to her name. Hidee commissions you to take the last will and testament of her father to the Mayor, who will make it official.

She's too scared to do this, since she's scared of her brother.

Solution: Find the Mayor and give him the will. His name's Masakore Murata and he'll be in his office in the north of the city. Go to the teleport station - and keep to the left when you reach it.

The house is the second one on the right. Then return to Hidee for your reward.

Reward: EP=10xPL, Gold=30xPL

QUEST: MEDICINE FOR THE MAYOR

Region:	Ashos
Questgiver:	Masakore Murata (18)
Location of Questgiver:	The Mayor is located in the north of the city. Go to the teleporter - and keep to the left when you reach it... his house is the second one on the right.

When you visit the Mayor, you'll find out that he urgently needs a special medicine - and the reward will be correspondingly high for this quest, which shouldn't be too difficult for you - you can get his medicine from Yaida Masae, a healer outside the city.

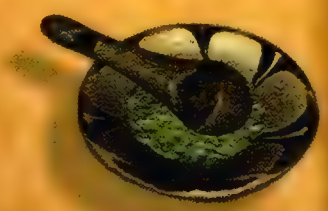
Solution: Leave Ashos through the main south gate and take the road into the bamboo forest. Yaida Masae's house will appear shortly - it's on the right behind a stone wall.

She's not very happy when she hears you've come from the Mayor - something seems to be very fishy here. She'll give you the medicine - if you do her a "small favor" (Quest ➤ "Clearing the Forest").

Having completed that side quest, you can then take the medicine back to the impatient Mayor.

Reward: EP=10xPL, Gold=80xPL

1. Mayor Masakore Murata
2. Teleport station of Ashos
3. Main entrance to Ashos
4. Teleport outwith of Ashos
5. Yaida Masae
6. Trachidis Camp



QUEST: CLEARING THE FOREST

Region:	Ashos
Questgiver:	Yaida Masae ⑨
Location of Questgiver:	If you come from Ashos, Yaida Masae lives on the right of the main path at the start of the bamboo forest.

Yaida wants a return favor for giving you the medicine.

She has a favorite forest location for collecting her herbs - but now Trachidae (sometimes called Mantis in Antaloor) have occupied it.

Solution: The insects' camp isn't hard to find. Leave the healer's house and keep right - you'll see the creatures through the trunks - Four females and five males await you!

Watch the females - their razor-sharp claws are deadly- especially if they sneak up on you from behind. When you've killed them, return to the healer and get the Mayor's medicine.

Talk to Yaida before you leave, though - she'll tell you why the Mayor needs the stuff so badly - it's because he's a werewolf and the herbs keep his human side to the fore. This will prove to be the key in the search for Hidee's sister.

Reward: 1 Skill Point, Medicine, , EP=10xPL

Miscellaneous: Quest "Medicine for the Mayor"- Required!!

QUEST: TRACKING DOWN THE MAGIC DUST DEALER

Region:	Ashos
Questgiver:	Hajime Masaware (14)
Location of Questgiver:	This member of the city guard is usually under a balcony - near the house on the left after the city gate.

Masaware is worried about the increasing consumption of magic dust. It's detrimental to the work morale of the citizens and is banned in the city.

The guard came by a delivery by coincidence - and this is a means of getting to the dealers who pull the strings.

A stranger to Ashos should pass himself off as a courier to help identify the leaders of the magic dust ring - and Hajime Masaware sees the perfect candidate in you! You're to deliver the package to the innkeeper Kenji Sahashi, a smugglers' middleman.

Solution: Find Kenji Sahashi. You'll find his inn if you keep slightly to the right on the large street leading to main canal (as seen from the south gate). Sahashi's inn is the first house on the left. The innkeeper often stands in the inn to welcome his patrons - win his trust by carrying out some tasks for him (► Quest "Contacting the magic dust dealer").

Then you can go to the guard Hajime Masaware and tell him the identity of the boss of the magic dust smuggling ring – then collect your reward - and if you speak to him again, you'll get another quest, too. Beware, though - he'll only give you the job if you DON'T lie to him!

Reward: Package of Magic Dust, EP=10xPL

QUEST: CONTACTING THE MAGIC DUST DEALER

Region:	Ashos
Questgiver:	Kenji Sahashi (15)
Location of Questgiver:	You'll find his inn if you keep slightly to the right on the large street leading to main canal (as seen from the south gate

The innkeeper is skeptical at first, testing you and delaying his decision - then he finally gives you another package to take to Takumi Kajiura.

Solution: As soon as the package from Kenji Sahashi appears in your inventory, go to Takumi Kajiura who lives in Ashos' northern sector.
Leave the inn and walk left to the first bridge over the canal. Cross to the other side and keep left - Kajiura's house is at the teleport station.

If you deliver the package, you'll get another delivery, this time for Arai Kurihara. You'll also have to take this job (➤ Quest "Magic dust trading") if you want to expose the whole smuggling ring.

Reward: 500 pieces of gold, EP=10xPL

Miscellaneous: Quest "Tracking down the magic dust dealer"- Required!!

1. Main entrance to Ashos
2. Hajime Masaware
3. Kenji Sahashi (Questgiver)
4. Takumi Kajiura (Target person)
5. Arai Kurihara
6. Yuki Masanori

QUEST: MAGIC DUST TRADING

Region:	Ashos
Quest giver:	Takumi Kajiura ③
Location of Quest giver:	Kajiura lives in the house at the teleport station.

Takumi Kajiura will also send you onwards with another package.

The good news is that this is the last trip! He tells you to deliver to Arai Kurihara.

Solution: Turn right when you leave Kajiura's house and turn into the street on the left at the teleport station. Follow this street, cross the canal bridge and go to the house at the city wall. You'll find Arai there.

When you've delivered the package, you're on your way back to Hajime Masaware to tell him the name of the smuggler - but visit Takumi Kajiura first to collect your reward... and you can also receive another side quest (➤ Quest "More magic dust trading") if you speak to him again.

Reward: 500 pieces of gold

Miscellaneous: Quest "Contacting the magic dust dealer"- Required!!

- Survey map on page 179 -

QUEST: MORE MAGIC DUST TRADING

Region:	Ashos
Quest giver:	Takumi Kajiura ③
Location of Quest giver:	Takumi is usually in the house to the right of the teleport station.

OK, you've been sent over the whole city - and now yet another magic dust quest is on the cards - this time it's a delivery to Yuki Masanori.

This is a new kid on the block as far as magic dust is concerned - Takumi Kajiura thinks him highly talented as a salesman... you'll get some pieces of gold as a reward.

Solution: These magic dust quests are really convoluted, eh? The promising new member of the magic dust band is none other than a spy of the city guard. You'll find Yuki Masanori at the gate to Yatholen's Temple.

When you give him the package, he'll start accusing you... and only a bribe of 500 in gold will appease him. Even if you pay his silence money, you can still return to Takumi Kajiura and tell him about the traitor. He'll be delighted to learn about this - and in spite of everything, will give you your reward.

Reward: EP=10xPL, 500 pieces of gold

Miscellaneous: Quest "Magic dust trading"- Required!!

QUEST: THE LEADER

Region:	Ashos
Questgiver:	Takashi Misuke (2)
Location of Questgiver:	When you go through the main gate, Takashi Misuke is in the first house on the right.

You'll already have noticed that it's hard to win the trust of the Merchants' Guild.

On more than one occasion you've been given important packages to deliver - and been firmly told that the Giriza would be VERY keen to get their hands on what you're carrying - and would pay a lot to know the contents.

Now the time has come. With the handover of the package from Garrid Swan to Takashi Misuke, you've shown the Merchants' Guild that they can trust you. Now you can visit their leader, Talor Ravinard, in Cathalon.

Solution: When you've delivered the package to Takashi Misuke, visit the leader of the Merchants' Guild in Cathalon - he'll have an interesting job for you (► Quest "Good business").

Reward: EP=10xPL, Access to the leader of the Merchants' Guild, Talor Ravinard

Requirement: Quest "Another strange delivery"- Required!! This quest is linked with the opening quest ► "Earning trust" in Tharbakin and ►"The Arrangement" in Cathalon.

1. North entrance to Cathalon
2. Talor Ravinard (Merchants' Guild and your target)
3. Teleport station of Cathalon
4. Southwest entrance of Cathalon
5. Dungeon entrance of Cathalon
6. Direction Ashos (outwith of map sector)

QUEST: GET BACK MY LETTERS

Region	Ashos
Quest given by	Kouji Hisakawa (1)
Location of Quest given	In the northern sector of the city Turn right at the teleporter and go to the end of the street where you should take a left - follow this street to the end - the house is on the left.

Kouji Hisakawa needed money recently. The only thing he could do was sell a couple of letters of his grandfather - a famous poet and author - to the art collector Kimura Ishii.

They were love letters from gramps to granny... and Kouji wants to buy them back - but Kimura won't do it.
Kouji Hisakawa asks you to convince the collector...

Solution: Kimura Ishii's studio is in the southern sector of the city. Turn left at the teleporter and go to the end of the street where you should take a right - follow this street to the end - the house is the second one on the left... but the lady's obstinate - she'll only return the letters if ...yes, you've guessed it!... you do her a favor in (►Quest "Clear the poet's old house").

However, you don't have to take this one on - Kimura Ishii won't give you the letters, even if you do the job for her (good to know, eh?). You'll have to kill her if Takumi's to get his letters back - BUT - this lady is one great fighter - and two servants rushing to help her will only make matters worse.

Beware!! If you happen to return to her later to take on her task, you'll have to attack her immediately after the conversation's finished. Otherwise she'll head for unknown climes - and the letters will disappear with her.

Reward: 400 pieces of gold, EP=10xPL

QUEST: CLEAR THE POET'S OLD HOUSE

Region:	Ashos
Questgiver:	Kimura Ishii (11)
Location of Questgiver:	Kimura Ishii's studio is in the southern sector of the city near the teleport station.

Kimura Ishii has bought a house which once belonged to an author - it's on the beach, outside the city to the south-west of the city gate - but a horde of Zombies have occupied it and the lady can't move into her new property.

She asks you to solve the Zombie problem.

Solution: Leave Ashos by way of the south gate and keep right after the bridge. If you walk along the beach a short way, you'll see the house on the left - and the Zombies are all in there!

"Neutralize" them and return to Kimura Ishii for a few experience points. You won't get anything else - she's not too good about handing out those letters!

Reward: 1 Skillpunkt, EP=10xPL

Miscellaneous: Quest "Get back my letters" - Required!!

1. Kouji Hisakawa
2. Teleport Station in Ashos
3. Main entrance of Ashos
4. Teleport outside Ashos
5. Kimura Ishii
6. Poets house

QUEST: FIND THE SCHOLAR

Region	Ashos
Questgiver	Hajime Masaware (14)
Location of Questgiver	This city guard member is usually to be found standing or sitting under a balcony - near the house on the left after the city gate.

If you already helped Masaware to expose the magic dust smuggling ring in Ashos, he'll give you another side quest - if you address him first.

He sends you to the scholar Kano Mizoguchi to solve his problem.

Solution: You'll find the scholar if you go to the southernmost sector of the main canal and go into the last house on the east side.

Talk to Kano Mizoguchi to introduce the side quest - (► Quest "Look in the temple"). This will get you the prized key to Yatholen's Temple - and you really do need that key to solve the main quest.

Reward: The Key to the Temple, EP=10xPL, Gold=30xPL

Miscellaneous: Quest "Tracking down the magic dust dealer"- Required!!

Tip

If you want to explore Ashos first, don't pick up the Water Element Stone in the temple whatever you do... If you do, Yatholen's protection will no longer cover Ashos - and the Orcs will get in.

QUEST: LOOK IN THE TEMPLE

Region:	Ashos
Questgiver:	Kano Mizoguchi (7)
Location of Questgiver:	The scholar is mostly to be found in his house at the southernmost end of the main canal, on the eastern side.

During the conversation you find out that the Trachides plague in the bamboo forest has been caused by ominous experiments.

He suspects that the Serpents are behind it - and asks you to look for proof of his theory in the temple itself - a breeding lair, for instance - THAT would be ample evidence.

Kano Mizoguchi has a key for the side door to the sacred section of the temple - that will get you into the catacombs.

Solution: With the key, you'll get into the temple district for a look around - no problem. Watch out for the Serpents - they guard the corridors and show no mercy to trespassers. However, you won't find any proof of Kano Mizoguchi's theory in the temple - but cheer up - your real interest lies with the Water Element Stone at the heart of the temple.

BEWARE!: If you take the Stone, Yatholen's protection will no longer cover Ashos - and the Orcs will storm the city. If you fancy solving a few quests in Ashos first, you can always get the Stone later.

Just return to Kano und report your finding to him. He's of course disappointed that his suspicions were wrong - but he'll still give you your reward.

Reward: EP=10xPL, Gold=30xPL

Drak'ar Desert

Drak'ar desert is one the most barren regions in all of Antaloor. Away to the east, near the high mountain range, there are a multitude of interesting things which will prove rewarding for you. You'll meet the Varns, half man, half wolf, also known as Jackals - very aggressive, they terrorize the desert's inhabitants - if you happened to kill some of them that could bring some gold your way.

Then there's the unique chance to see a living dragon - several of these imposing creatures live in the region - and one series of quests involves an especially dangerous specimen of the species - the White Dragon.

The search for minerals can also be lucrative. Valuable stones are hidden in the hot desert sands - and they can be used for alchemy, or sold to merchants for hefty amounts of gold.

1. Kimal (➤ Water Pollution)
2. Pak'mun (➤ Pak'mun's Potion)
3. Ari Aldamor (➤ The Dragon Whisperer)
4. Prantax (➤ Crystal Search)
5. Thilatus (➤ Jackal Attack)
6. Dragon nest
7. Varns Camp
8. Temple with altar
9. Teleport station at Xanthos
10. Jackals Cave
11. Mummy Cave
12. Karkat Dungeon
13. Dorkat Cave
14. Crazy Wind Cave
15. Teleporter at the temple
16. Teleporter

QUEST: WATER POLLUTION

Region:	Drak'ar
Questgiver:	Kimal ①
Location of Questgiver:	This young lady calls the eastern sector of Xanthos home.

Kimal is worried about the settlement's water. A Jackal fell into the well during the last attack - and the corpse is contaminating the water.

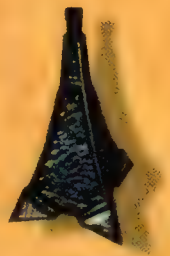
The charming Kimal asks you to visit the alchemist Pak'mun in Kehar – she thinks he'll probably have a 'solution for the pollution'... and Pak'mun still owes Kimal a favor.

Solution: You'll find the alchemist in Kehar, a small settlement to the north of Xanthos. Pak'mun will be sitting at a fire in front of his hut. When you speak to him, he'll be happy to hear that Kimal sent you - and he'll start work right away.

However, he does need one ingredient which he asks you to get for him (Quest➤"Pak'mun's Potion"). When you've done that, you can take the potion back to Kimal.

Reward: Gold=30xPL, EP=10xPL

1. Teleport station at Nahat
2. Pak'mun (Target person)
3. Giant scorpions
4. Teleport station at Xanthos
5. Kimal (Questgiver)
6. Maliel Shrine



QUEST: PAK'MUN'S POTION

Region:	Drak'ar
Questgiver:	Pak'mun ②
Location of Questgiver:	The alchemist will be sitting at a campfire at the south end of Kehar.

Pak'mun really needs a scorpion sting to prepare the antidote for the poisoned well in Xanthos.

Find one for him.

Solution: There is a multitude of Giant Scorpions in the Drak'ar desert. It's best to go to the central region - you'll soon see on of them - but don't confuse this with a dragon - that could be the death of you!

When you've killed the Scorpion and taken its sting, return to the alchemist - he'll finish the potion and it's hit the road (or sand!) for you again, this time back to Kimal.

Reward: Alchemy Potion for Well in Xanthos, EP=10xPL

Miscellaneous: Quest "Water Pollution"- Required!!

In this case, it's not a scorpion sting that's meant - it's a scorpion's poison gland. If you're carrying one in your inventory, give it to Pak'mun.

QUEST: THE DRAGON WHISPERER

Region:	Drak'ar
Questgiver:	Ari Aldamor (3)
Location of Questgiver:	The Dragon Whisperer usually sits in front of his hut in the central desert to the west of Xanthos.

Ari's worried about the dragon population - a White Dragon is oppressing the others.

Now all the different species may become extinct – because the huge White Dragon has all their eggs in its nest.

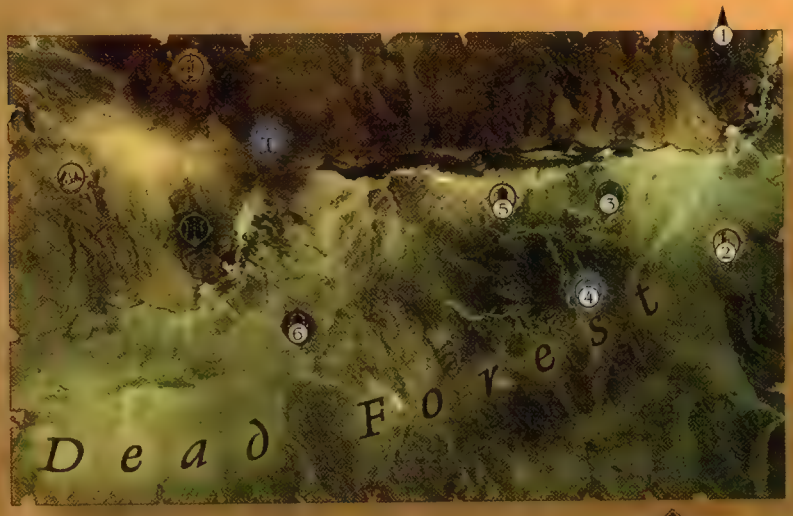
A dragon only lays one egg in its lifetime- and if this is removed, the young dragon cannot hatch.

Ari's desperate and asks you to find the nest and let him know where it is.

Solution: The White Dragon's nest is in the Burnt-Out Wood to the south of the desert. Access is only possible through a small ravine in the southeast of the desert.

Stay on the path and you'll find the nest - then you can return to Ari Aldamor and give him its position.

Reward: EP=10xPL



(1) Direction to Xanthos (outwith of map sector)
(2) The White Dragon's nest (Your target)
(3) Teleport station of Burnt-Out Wood
(4) Maliel Shrine
(5) Brisi Grotto
(6) Ramgut Dungeon

QUEST: CRYSTAL SEARCH

Region	Drak'ar
Questgiver	Prantax ④
Location of Questgiver	Prantax is at the fire in the center of Nahar.

Prantax tells of a huge White Dragon that's terrorizing the ruins in the southern part of the desert.

There's even an altar there upon which the Varns regularly lay crystals to call the dragon.

He makes your mouth water - if you find five crystals and bring them to the altar - then you can watch the dragon.

Solution: First you have to find the crystal. Take a walk through the desert. You'll find crystals in Xanthos, near Ari Aldamor's tent, in the Varn camps and in all the other oases and ruins. When you have five crystals, go to the southeastern part of the desert.

Here you'll find a huge ruined temple that's full of Varns. The only area that should interest you here is the eastern area - there are none of the creatures there. The road to the altar is lined with Grom heads on poles. Go through an arched gate.

A large obelisk is to the right with two torches burning in front of it. You've found the altar! When you step on to the stone, the five crystals will be removed from your inventory and the White Dragon will appear behind you. Choose whether to fight or run.

Reward: White Dragon, EP=10xPL

Run!

QUEST: JACKAL ATTACK

Region:	Drak'ar
Questgiver:	Thilatus (5)
Location of Questgiver:	Thilatus is near the east gate of Xanthos.

The inhabitants of Xanthos are being threatened by a group of Varns (Jackals). They've built a large camp to the east - and Thilatus fears an attack on the village.

The inhabitants are too weak to withstand an attack by these creatures. He asks you to kill them and raze the camp to the ground.

Solution: The Jackals' camp is to the southeast of Xanthos, right beside a cliff wall. Lure them one by one to the entrance - when the slaughter's over, don't forget to search the chests, boxes, corpses... you might end up with lots of weapons and other goodies, who knows?

Return to Thilatus and report - he'll then give you your well-earned reward.

Reward: 1 Skill Point, EP=10xPL

1. Thilatus (Questgiver)
2. Camp of Ari Aldamor (The Dragon Whisperer)
3. Sulfur appearance
4. Sulfur appearance in Varns Camps
5. Varns Camp
6. Karkat Dungeon
7. Mummy Cave
8. Temple ruin with altar

Southern Border

The whole area south of the Gon is enemy territory. The Orcs have razed former settlements to the ground and the military camps of these aggressive creatures are everywhere.

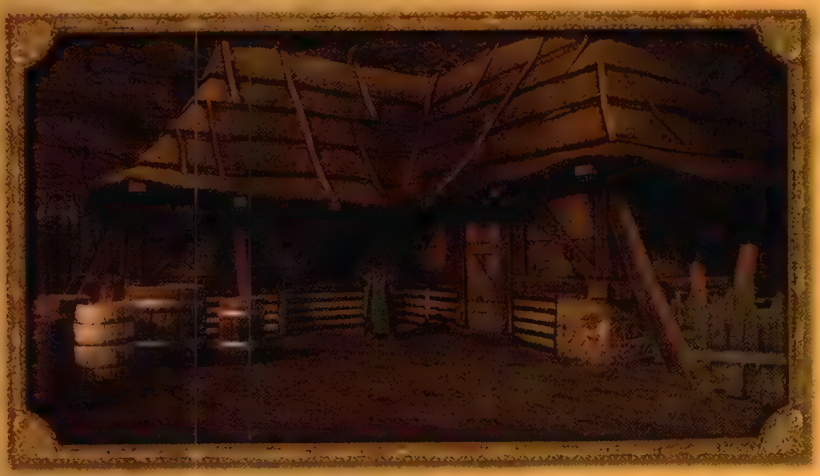
It's even worse in the neighboring lava fields and in the Burnt-Out Wood, where a few quests also await you.

The "Enclave," south of Hadeborg is especially important for all Necromancers - that's the spot where all the followers of the dark ways have settled - but whoever wants to get in there will have to possess two reputation points with the Necromancers.

1. Ito Tamaga
   (➤ Against the living)
2. Xavo Wellmek
   (➤ A spark in the darkness)
3. The Flame
   (➤ The Test of Faith)
4. Bloody Hole
   (Faran: Brother of Xavo)
5. Place of Experiments
6. Dark Bottom Cave
7. Direction to Hadeborg
   (outwith the map sector)
8. GorGammar
   (➤ Deliver the magic device to GorGammar)
9. Hell's Gate
10. Path of the Doomed
11. Teleport at the Enclave
12. Teleport at GorGammar
13. Teleport station
14. Fire Claw Tower
15. Ramgut Dungeon
16. Asmohar
    (➤The Scorpion's Sting)
17. Temple
    (➤ Clear the glade for Ashmohar)
18. Teleport station

QUEST: AGAINST THE LIVING

Region	Enclave
Questgiver	Ito Tamaga (1)
Location of Questgiver	Ito is usually at the house in the western sector of the Enclave.



A site often used by the Necromancers for their dark experiments has recently become popular with dangerously wild animals.

Ito asks you to rid the place of the beasts and promises you a meeting with the Flame if you succeed.

Solution: Take the path that's on the east side of the Enclave and follow it south until you come upon a curious piece of architecture, reminiscent of a teleport station - and now you can see the reason why the necromancers are a little upset.

Nine adult Reapers have taken over the area - and attack you when you approach. Kill them and return to Ito. You'll get reputation points, plus you can now go to meet the Flame who is standing at the neighboring house beside a black lectern.

Reward: 1 Skill Point, EP=25xPL, Necromancers Reputation +1

QUEST: A SPARK IN THE DARKNESS

Region:	Enclave
Questgiver:	Xavo Wellmek ②
Location of Questgiver:	Xavo is mostly in the first house on the left after you go through the main Enclave gate.

Xavo arrived at the Enclave a while ago - he wanted to fulfill the Prophecy together with his brother Faran - but their experiments went terribly wrong - and now Faran has gone more or less mad from the effects.

Now he lives in a cave to the north of the Enclave. Xavo himself is not yet a recognized member - the Flame isn't convinced of his intentions and sincerity - so he's supposed to kill his brother as a sign of his goodwill, but he can't bring himself to do it - so he asks you-know-who to perform the deed for him.

Solution: Take the path that's on the east side of the Enclave and follow it south until you come to the Sacred Hill. Now head west and stay close to the mountainside until you come to the Blood Cave. Faran is inside the cave. Watch out for tainted horror creatures on the way! Inside the cave, you'll have four Skeletons to deal with, too, but you can kill them quickly.

However, the two Steel Golems created by Faran in his lunacy are a real problem - they move around in the narrow passageways and can easily close in on you. Faran himself is at the rear of the cave - he won't prove to be an insurmountable problem for you.

Lure the slow-moving Steel Golems to the front of the cave, scoot past them and kill Faran quickly - then use the Sneak mode to the cave entrance and get out of there - you don't even have to kill the Golems... good, eh? It's best to return to Xavo right away and tell him the score.

Reward: 1 Skill Point

Tip

You can fight the Steel Golems using long-distance combat magic, like the Fire wall, for instance.

QUEST: THE TEST OF FAITH

Region:	Enclave
Questgiver:	The Flame ③
Location of Questgiver:	This female Necromancer is standing at the second house on the left hand side of the Enclave, beside a black lectern.

Now that you've passed a few tests of your faith in the Enclave, you're allowed to meet the Flame.

This visionary leader is a woman - and she demands final proof of your loyalty.

You have to show her that you're well and truly on the path of the Taint... she wants you to take a contaminated package to Four Stones and throw it into the well there.

Solution: If you want to ensure the Enclave's downfall, you'll have to undertake the journey to Four Stones - it's best to use the teleport station for this purpose - you can find the nearest one if you turn south from the Enclave and take the main Ashos-GorGammar trade route.

You'll soon see the teleport station at the side of the road. The Four Stones well is in the village center - when you approach it, the package will leave your inventory and go into the well.

Quest completed! Now return to the Flame - and you'll soon find out that she wants to make you a major player in the coming Necromancers' crusade.

Reward: Necromancers Reputation +3

Miscellaneous: Quest "Against the living"- Required!!

QUEST: THE SCORPION'S STING

Region:	Burned-Out Wood
Questgiver:	Asmohar (16)
Location of Questgiver:	You'll find Asmohar in a ruined dwelling in the Burned-Out Wood.

Asmohar is a mysterious one - He doesn't want to say much about his research - only that the Orcs won't like the results!

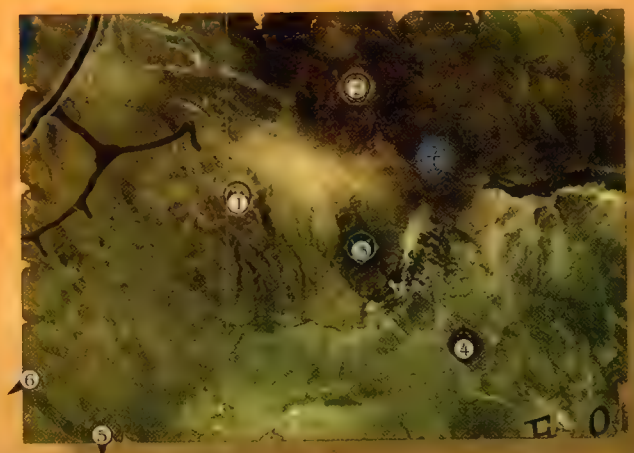
Before you can enjoy these results, you'll have to get him the sting (tail) of a scorpion.

Solution: Scorpions are to be found all over the Burnt-out Wood, mostly near ruins.

After a short search, you should find one, but watch out for the numerous Octogrons which call this area home....kill the Scorpion and take the sting to Asmohar who wants to make use of your services again! (➤ Quest "Clear the glade for Asmohar").

Reward: Gold=30xPL, EP=10xPL

Here again, it's a scorpion's poison gland you need and not the sting itself. If you're carrying one in your inventory, give it to Asmohar right away.



1. Habitation of Asmohar (Questgiver)
2. Ancient temple (for the conjuration ritual)
3. Teleport station at the Burned-Out Wood
4. Ramgut Dungeon
5. Direction to GorGammar (outwith the map sector)
6. Direction to Enclave (outwith the map sector)

QUEST: CLEAR THE GLADE FOR ASMOHAR

Region:	Burned-Out Wood
Quest-Giver:	Asmohar (6)
Location of Quest-Giver:	You'll find Asmohar in a ruined dwelling in the Burned-Out Wood.

When you've given him the sting, you can then get rid of lots of Octogrons from a temple area - otherwise his incantation ritual can't be carried out.

Solution: You'll find the temple if you keep moving north.

When you've killed all the Octogrons, go back to Asmohar who promises to give you a very effective Orc booby trap shortly at the temple. So return to the ruins and look for Asmohar - he'll be near the wall.

He'll give you a powerful spell together with the instruction to place it right in front of the main gate of Gor Gammar (► Quest "Deliver the magic device to Gor Gammar").

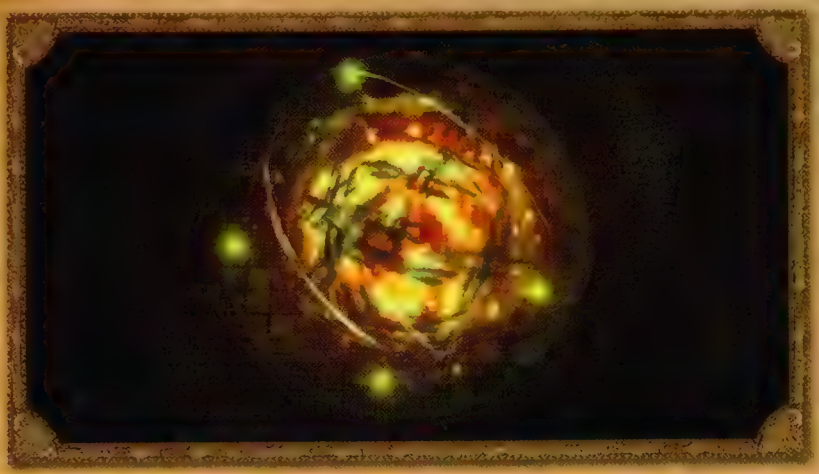
Reward: 1 Skillpunkt, EP=10xPL

Miscellaneous: Quest "The Scorpion's Sting"- Required!!

- Map on page193 -

QUEST: DELIVER THE MAGIC DEVICE TO GORGAMMAR

Region:	Burned-Out Wood
Questgiver:	Asmohar (16)
Location of Questgiver:	You'll find Asmohar at the ancient temple in the Burned-Out Wood.



Ashmor had made a wonder weapon - it's supposed to kill ALL the Orcs in Gor Gammar - unbelievable, eh?

Take this magic device and place it right at the main gate of the city.

Solution: Go to the main gate on the south side of the stronghold - try to avoid the bands of Orcs - don't use the main avenue.

A powerful spell will be released as soon as you near the gate - and it will kill all Orcs inside and outwith the walls of Gor Gammar. Now go through the small gate that leads to the main gate.
If you return to Asmohar to collect your reward, you'll come upon a Paladin (a knight) and Asmohar's dead body.

The knight tells you that the Necromancer released a powerful spell which was a danger for the free world. You're lucky he doesn't suspect you of having anything to do with this... because you really have helped to release an entire army of undead Orcs!

Reward: EP=25xPL, Magic Device against the Orcs

Miscellaneous: Quest "Clear the glade for Asmohar"- Required!!

On the Road to Success in Antaloor

If you want to travel throughout Antaloor successfully, you should remember some pointers about your equipment, weapons and armor.

Various dialog icons help you to target the persons you currently want to address and who are important for your further progress.

Questgiver: every NPC who has a symbol like this is a Questgiver - and plays an important role in "**Two Worlds**".

Trainer: this icon is shown by game characters who can reveal the secrets of various skills to you.

Skillchanger: these characters have blue icons - if you feel you've invested skill points wrongly, visit one and he'll reallocate them for you - for a small cash consideration, of course.

Merchant: if you want to buy or sell an item, these are the guys to look for. You'll usually find them in the towns and cities.

Inhabitant: this icon means a bystander, a game character with no special task in the game - but you can talk to them all and find out about recent events, the geography of the surrounding country and the history of Antaloor.

Inventory and Equipment

It goes without saying that you should always have the best possible items of equipment for your character. Try to remember this, because you'll find yourself often stocking up your inventory in Two Worlds – and there will be plenty of opportunities to do it too!

So check the items in your inventory regularly - and snap up better weapons and items than your current ones when you get the chance - the direct comparison function in the Inventory Window really simplifies this for you.

If you find yourself in regions where there are lots of opponents, there will be lots of items of equipment for you to collect - so inventory checking and stocking up can take some time. However, it's worth the effort involved, because it will make your future victories all the easier.

The automatic sorting function in your inventory works very efficiently too, by the way...

While you're collecting items fast and furiously, remember that your character can only take a limited number of items with him on the road.

When you open the inventory, you'll see a weight icon on the lower left. The first number tells you how much total weight your hero's carrying (each item has its own individual weight value) and the second number displays the maximum weight he's permitted to carry.

This maximum weight is in proportion to the strength of your character - the stronger he is, the more he can carry.

Due to differing strength development, some heroes will be able to carry more than others later in the game, so weaker characters need to have well-organized inventories with well-chosen equipment.

If your character has real problems with the weight of the equipment he's carrying, you should increase his long-term strength by allocating skill points - or his short-term strength with magic potions.

You can also store items without using your inventory - chests and horses are an ideal external inventory.

You can generally do your own thing with all the chests you see in the game - but when you choose one, make sure it's in a deserted location – now put all the items that you don't currently need into it- or those which you don't want to sell at that time.

You could also set up some traps around the chest – just to make sure the items stay in there until you need them – but the NPC's in the game will usually not touch your property.

If you want to create an additional mobile inventory, get yourself one or more horses - their saddlebags are great for carrying all kinds of items.

You can also position the animals at strategic locations, so you'll always have your equipment ready at hand when you're there.

Buying and Selling Items

On your travels throughout Antaloor, you can theoretically collect every item you find - if you have the necessary room for it in your inventory. Ideally, take everything you can when opportunity knocks.

BUT - be careful! If you rummage through a chest in someone's house, make sure you're alone; otherwise the cry will be "Thief! Thief!"

Basically, you have two ways of using your inventory: immediately use an item that's better than your current one or sell the item you don't want to use to a merchant.

You'll find these special NPC's, the merchants, everywhere in Antaloor – you'll recognize them by their moneybag icon. You'll find lots of them in towns - but even in smaller villages there is always one (or two) of these moneybags around. Make the most of the merchants - to convert your unused items into gold.

The time to look for merchants is when your inventory is nearing its maximum weight or if it's running out of space. This can happen often, depending how you play the game.

You can also buy items from merchants. When negotiations start, you'll notice a difference between the price you have to pay for an item in his shop and the price at which you sell him an item - and not all prices are identical for all items.

In principle, merchants sell their wares at a higher price than the basic price. So a price comparison can pay off for you - especially for the more expensive items. Don't bother too much about rock-bottom bargain prices though - especially not in the case of potions – it's a waste of time.

Tip

It can be extremely rewarding for you to sell stuff you don't need to the members of the Guilds - especially at the beginning of the game.

You'll always get the best price from them - and once you've got yourself a few reputation points with the Brotherhood or the Giriza, the differences between the various merchants' selling prices won't be so drastic.

Which Items Make Sense

The answer to this question depends on the items your character can use. You wouldn't want to buy a bow if your character didn't have any skill points in archery, would you?

However, the **rule of thumb** is: just lift everything that's lying around and available - if your inventory or maximum permissible inventory weight allows you to do that. Every object you take means cash - and you can never have enough of that! Keep or buy the items that your character will shortly need - e.g. high quality armor and weapons of all kinds.
Don't worry about it whatever you do - you'll soon understand the principle and be in a position to quickly decide what you need.

Merchants usually charge an arm and a leg for high-grade weapons and armor - so don't forget to look carefully through the inventories of those you kill - and keep items that you can't yet use due to your character's current development of attributes! If you're an archer, for instance, with a current experience level of 24 and you find an outstanding bow - but it's only available for experience levels from 25 or 26, then you should take it and keep it until you have the necessary points - excellent items are hard to come by!

Always take healing potions - and buy only the ones you need from merchants. You should always carry at least ten bottles with you. Without these little preventative wonder liquids, some of your fights will end rather abruptly!

Did you know that a simple healing potion allocated to your right mouse button will help you beat significantly stronger opponents? The potions don't weigh much in your inventory - so you can carry a lot of those lifesavers around with you. There is one thing about potions that you must remember though - the higher your level, the less a potion will affect your values.

There are three flask sizes for healing and Mana potions: the smallest regenerates 250 HP or Mana points, the medium-sized flask contains 500 points and the largest (and most expensive) regenerates 1,000 HP or Mana points.

A good way of tanking up on life energy is to visit a Maliel shrine... your life energy will be regenerated while you stand in its aura.

Here's another handy tip - if you decide to be a Mage, put Mana potions into your inventory as well as healing potions - the more the merrier! Mana energy can also be renewed at special magic sources.

Later on during the game, you'll really be able to stock up your account by collecting gold and selling various items. When you visit shops – assuming you've got lots of gold - you should keep your eyes open for special potions and magic items that will improve your main parameters like strength and dexterity. Such items are comparatively expensive, but they do offer you a simple method of improving the parameters of your character - without having to expend skill points!

Short-term potions temporarily provide your character with additional strength in one particular area - and they're a good investment, too. If your character gets into a tricky situation, you'll be glad of these potions for their short-term boosting of specific skills. Take your time in choosing and activating the right potion or magic ring - even in a fast'n'furious combat situation, the game will pause when you go into the interface – so there's no rush!

Planning your weaponry

One important aspect of weaponry planning is deciding which weapons to take along on your travels. Before you do that, though, it's worth taking a look at a list of the four types of damage others can mete out to you in Two Worlds:

Damage caused by Slash'n'Thrust weapons
Damage caused by Bludgeoning weapons
Damage caused by Stabbing weapons
Damage caused by Magic

Weapons like bows, swords, clubs, staffs, lances, halberds and spears can only mete out a maximum of two of these damage types - but you'll find that most weapons can only mete out one type of damage. Each weapon causes its own individual degree of damage. You'll find a detailed summary of Two Worlds weapons – including the types and degree of damage they cause - in the Weapons Overview.
Remember that many creatures are only susceptible to certain types of damage - e.g. some opponents are immune to magic damage and can therefore only be injured by a slash'n'thrust weapon or a bludgeoning weapon. Other creatures on the other hand are immune to the above weapon types - only magic weapons can mete out damage points to them. Please read the BESTIARIUM - it has ALL the details about all the types of damage that can (or can't) be meted out to every kind of creature.
As far as your weaponry planning is concerned, this means that you should make sure you have at least one of every type of weapon in your inventory - a great variety of weapons for the great variety of creatures you WILL meet in Antaloor - makes sense, doesn't it? Later in the game, try to stick to this principle - although remember to replace weaker weapons with more powerful ones - or boost them with a double-up or power-up function.
However, all this doesn't mean you HAVE to carry four kinds of weapons around with you... three or maybe even two will do, if they can mete out several types of damage. The important thing here is to cover all four types of damage - or you could be "last past the post", as they say... 'only in this case, you won't even REACH that winning post!

Choosing your other equipment

Hey, what other items of equipment should I have? That's the big question here - and the answer is that it all depends on the career path you've chosen for your character. Mage, maybe? OK, then go for robes and weapons that will improve your magic skills. Or maybe you're a Warrior? In that case, you HAVE to choose the most efficient mix of weapons and armor they can find. Regardless of the path you're on, it ALWAYS makes sense to put on items like amulets or rings right away - the magic effects these have can only do you good... and items you wear don't burden your inventory.

If you have more rings than you can wear, make sure you know the effects they have. Depending on your character, some items might prove to be more effective than others...

OK, what's your first priority? Easy - the answer to that is items that improve equipment protection against all four types of damage (slash'n'thrust, bludgeoning and stabbing weapons, plus of course magic). Individual equipment protection is shown by a numeral on the item - the numeral tells you the hit points that the item can absorb from the types of damage involved. These values are displayed in a pop-up window when you select an item.

In addition to the classic items like armor, there are also other items that offer protection against certain types of damage. Here's an example for you: if you find an amulet that offers you protection of 30 damage points from magic attacks and protection of 20 damage points from cuts, this means that 30 DP and 20 DP (magic attacks and cuts resp.) damage points meted out by your opponents to you will be absorbed by your character. In other words, if you're attacked by an opponent who metes out 100 points for cut wounds per blow, your character will only lose 80 health points per blow - the amulet will absorb the other 20.

So make sure that your equipment protection levels are as high as possible in all four types of damage. You can attain very high equipment values in all types of damage if you use combinations with other character attributes, like "Stone Skin," or with spells like magic protective shields.

Later you can optimize your character's equipment for special purposes - e.g. you could use an item that provides additional life, strength, dexterity or Mana points. This should not happen at the expense of your equipment values however - and if it's a must, then make sure that the Mana amount concerned is minimal.

Under certain circumstances, like at the beginning of your character's career, when you don't have sufficient Mana to use a special spell, you may have to ignore the rule about only using items that will raise your equipment value - in this case, you'll have to use an item that will raise your Mana level. So analyze your used items from time to time and optimize your character in a way that makes sense.

If you want to make it in Antaloor, you'll have to know the ins and outs of combat! Why, you ask? Well, every time you defeat a nasty, (and there's a heck of a lot of them out there!), you get vital experience points - and you can also add to your stock of weapons and armor, find rare spell cards and of course solve those all-important quests! In a nutshell - you can get everything you need to develop your character's attributes properly.

When you get to grips with an enemy, you can either use the classic weapons like swords and bows or try the various schools of magic. The first group is sub-divided into Stabbing weapons, sharp Slash'n'Thrust weapons and Bludgeoning weapons - and don't forget the bows! In the world of Magic, you have five schools available - Fire, Air, Earth, Water, and Necromancy. You also have a wide assortment of traps available - when you use them, it's called PASSIVE combat. You can also SNEAK up on your opponent and send him on to his next life. Every single creature in Antaloor has its own individual damage system and is susceptible to certain kinds of attack.

CLOSE COMBAT

The close combat system has two methods you can use - the **basic attack** and the **special attack**.

You'll get on OK with the basic attacks in Antaloor but you WILL encounter superior opponents who won't hesitate to revert to tricks to beat you... the special attack techniques!

BUT BEWARE! Depending on the class of technique involved, your adversary may also have all these combat tricks up his sleeve!

Besides these individual skills, the weapon you use also plays a major role in deciding who emerges from combat as the victor.

Take a halberd, for example - (you'll learn to love this long, lance-type weapon) - you can't use it lightning-fast because of its length, that may be true - but you CAN damage your opponent with it from a relatively safe distance.

In contrast, a short sword is more useful in close combat - it deals out fast combination strikes that don't cause quite so much injury, but still inflict vital damage points on your enemy.

Think logically before every fight - you'll see it's easy to choose the most effective weapon to fight your opponent.

Long-Range Combat

Here you have two options available: Archery and Magic. Both of these combat types enable you to mete out damage points from a good distance away. Just how effective the results will be depends on your basic attributes and the special skills you select.

If you go to an archery trainer, for instance, you'll learn many more special archery attack techniques - and you'll inflict a lot more damage points on your luckless foes!

When you finish this skill school, you'll be able to shoot several arrows with one shot. It's the same principle in the world of magic - the higher the level you attain in the individual schools of magic, the more powerful are the spells you can use.

Passive Combat

Did you know that you can win fights even before a blow is struck? No? Well, if you place your traps cleverly, your opponents will never know what hit 'em! ... and if you don't completely cripple them, they'll still receive a heck of a lot of damage points!

Set up your trap outwith the action range of your opponent. Then go to him - and lure him to your trap.

Ideally, the trap should be exactly between you and your opponent (no worries, by the way – you can't trigger your own trap!).

Now you just have to wait for your opponent to walk into a world of helplessness! Ah, the tension.... great!

Assassination

In Sneak mode, you can slither up to an adversary and send him into permanent oblivion with one accurate knife thrust.

To do this, you'll need a dagger. As soon as you activate the Sneak mode via the Hotkey bar, the "Death Strike" will be made available to you. Try putting poison on the blade, too - it's really effective.

Remember the following points: When you've decided on one particular kind of combat strategy, you should ALWAYS be aware of what kind of opponent you're facing - because the effectiveness of your attack depends on it.

The rule of thumb here is - check out his (or its) equipment and the type of opponent you're facing! You can do a lot more damage to a skeleton with a bludgeoning weapon than you can with a sharp metal blade – it will just slip off ol' Boney's smooth bone surfaces.

Tips for Long-Range Combat Specialists

If you want to focus on long-range combat, there are several special strategies you must bear in mind - otherwise your adventure in Antaloor won't last very long!

Archers are the classic long-range combat specialists - but magic characters that use a staff as a weapon can also concentrate on long-range combat.

Of course if you're a warrior like a knight or barbarian, you can still use long-range weapons. Just remember that the more you focus your skill on one particular kind of combat, the more effective will be your results in that combat type.

Hit-and-Run Tactics

Thanks to their special development, the long-range combat specialists in Two Worlds often have significantly lower equipment values and reserves of strength than the close-combat specialists. The result of this is that they'll try to avoid a confrontation with a close-combat specialist at all costs - even although they are capable of fighting at close quarters.

As a long-range combat specialist, avoid in-fighting if you can - and that's not difficult, because you can attack your opponents from a distance. If a hand-to-hand specialist starts to attack you, however, you know he's going to run at you - and mete out as many damage points as he can.

When this happens, don't turn and run right away - you'll often have time for another salvo or a blast of magic before you have to give ground - and from your new position you can then continue to attack him.

Just retreat a little and let fly at him again. This strategy is a continuous change between attack (Hit) and retreat (Run) – in short: Hit-and-Run Tactics. OK, it's time-consuming - but it's the safe way to deal with nasty opponents.

Just how well you can carry out this strategy depends on certain factors: with creatures that move a lot slower than your character (e.g. Ogers, Zombies, and Golems), these tactics are great - all you have to do is make sure it doesn't get near enough to clobber you - but what about creatures that move nearly as fast as your character, like Reapers, Wolves and the Wyvern?

This is when Hit-and-Run gets tricky - but the best technique against fast nasties is to hit and run quickly - meaning fire fast and get away fast, stand, fire, get away fast, and so on.

If you encounter an opponent who also prefers long-range combat, you have two alternatives: if your weapons range is longer than his, move out of range of his weapons - then attack him.

Tips for Long-Range Combat Specialists

If your range isn't longer than his, it's going to be a duel of the long-distance combat specialists - and you'll either win this because you mete out more damage points to him - or because you get the advantage over him by continually using healing potions during the fray. This will keep you alive, while your opponent slowly but surely runs out of Mana.

BUT – BE CAUTIOUS! If you keep retreating, you could step into areas where nasties are lurking in wait... so when you use the hit-and-run technique, make sure you know where you're retreating to. Here's another point to think about as well - the fauna of Antaloor is usually always on the move - so even if you've cleared an area beforehand, some new nasties could have come in there while you're involved in your long-range death match... and you might be retreating right into their jaws!

Firing on Stationary Creatures

As a long-range combat specialist, think about this - how would you like it if you could attack an opponent at will - and he just can't attack you back? Ahhh, the good life! OK - want to know how this can happen? Well, there are different scenarios of this, believe it or not.

For one, you can use the natural landscape of Antaloor. When you discover a creature on the other side of a natural obstacle from you, you can use your character's superior range and mete out damage points to the baddie without any danger of him (or it) counterattacking.

Natural obstacles are objects like rock spurs, walls, and lakes. However, more intelligent opponents will often look for a way around the obstacle to get to grips with you... so keep on eye on him at all times!

The second way is to pin down creatures that can't go into water... just walk a few steps into the water, take out your bow or your magic staff and kill them. Take wolves, for example... they can't enter water, so it's easy pickings for you and the cost to you is only a pair of wet feet!

Another way of making an opponent helpless is traps!

Select a trap that will grip and hold your opponent for a while, right where you want him... but keep your eye on that time window - when time's up, the creature will be freed and will attack you right away!!

So think about setting up a SECOND trap between the first trap and your position - get it? Hey-ho, another free go!

Tips for Close Combat Specialists

Close combat specialists usually start their fights using the time-tested slashing and hacking method. In other words, when you see a group of creatures, you draw your sword and rush at them, killing left and right.

In action-packed hand-to-hand like this, you must have a large supply of healing potions ready for use. Without these little wonder drinks, you'll lose most close-quarter fights - especially those at somewhat higher levels of difficulty. You'll also find that the generous use of short-term life and strength potions is very necessary in many situations!

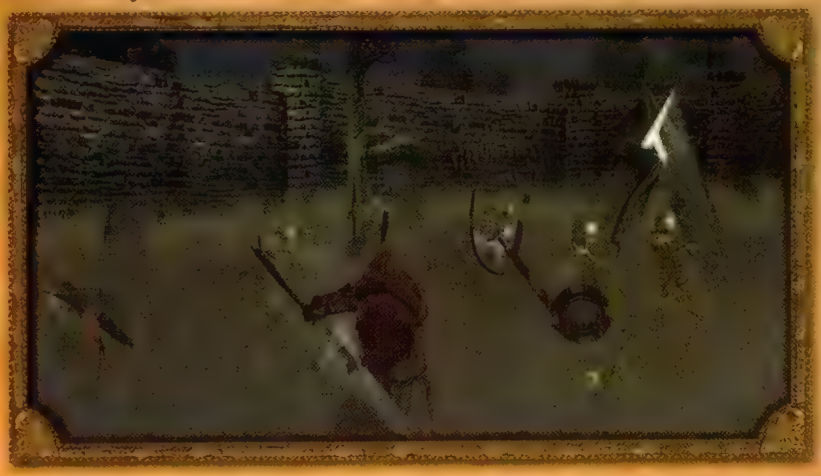
Regular use of special skills is a major 'must' for close combat specialists - a fight can be much easier if your opponent has been blinded by a "Dirty Trick," or if you can pull the shield (or even the sword!) from his hand. In regions where huge hordes of monsters are lurking in wait for you, a headlong attack (no matter how brave) will quite simply be deadly - for you. Ten monsters and more are no rarity - and every one is after your blood!
The more creatures you attack, the faster your hero's life will drain away - and this will often happen so fast that you can down healing potions as fast you like – it won't compete with the rate at which your Mana is vanishing! So, OK, point taken? Remember... large groups of monsters should be treated with respect!

There is a method of killing them all, however - controlled offensive is the key! Try luring a few out of the group first and taking them on individually. You'll find more tips and tricks about fighting groups of monsters just below, in the section called "Breaking up large groups of opponents."

Another danger in encountering large groups of monsters is that they can suddenly surround you so tightly that you won't be able to maneuver yourself out of there - you really should try to avoid getting yourself into situations like this, because when your healing potions are gone, so are you! You can only try to focus on one opponent at a time and hope that you can step over its corpse to escape.
Sometimes, if your opponents are smaller, it can work if you leap over them to freedom.

BREAKING UP GROUPS OF OPPONENTS

In many game situations, and above all at the higher levels of difficulty, you'll encounter really large numbers of the enemy. There can be so many of them that if you try a blind rush attack, your character will die. In a situation like this, it's to be hoped you can hear your imaginary bugler sounding the orderly retreat!



This is where the game's AI comes in... to your advantage!

Opponents usually pursue you until you're eventually outside their specific action area. This pursuit can last a long time - or end quickly, depending on the type of creature you're up against.

Since some creatures are faster than others, the slower ones will stop pursuing you when you leave their action area – but the faster ones are meanwhile still coming after you. You've successfully broken up a massive body of enemies - using the "orderly retreat" method – and now you can attack their split forces when and how you want.

Use the same course of action when you're approaching an enemy camp. Certain opponents will detect you sooner than others - and start pursuing you. Lure these away a short distance from their camp - and give them the warriors' one-two! So you see... there's no need for the "Oh, no!" if there are enemies everywhere you look - where there's a will - and an orderly retreat - there's a way!

By the way, this strategy is also highly recommended, if you find you have to go up against a mixed group of long-range and close-combat specialists. In a situation like this, you'll be attacked in two ways of course - so try to lure the close-combat specialists away first with your now world-famous orderly retreat - then show their long-range fighters what you're made of! OK, you COULD decide on a frontal attack, true... but if you do, take out the long-range specialists first. Otherwise they'll give you a real headache while you're busy with the hand-to-hand stuff.

Archers and Mages are for the most part less well-protected than sword fighters - and so are comparatively easier to whack out - BUT - they'll run before you, since the game's AI keeps telling them to keep their distance and attack. It can be quite a task to catch these "runners"... but try driving them towards cliffs or the wall of a house... where they'll be trapped – and your infamous slaughter of the innocents can then take place... ouch!

Traps and Bombs

For higher-level players, traps and bombs can be very useful and effective elements - particularly when you encounter really heavy nasties.

In principle, any player can create traps, magic bombs, and poison bombs - but the devices' effectiveness will depend on the skill involved.

If you fancy trying this aspect of the action, then you should invest your experience points in this area.

There's another point here that you'll also have to bear in mind – remember to use only the kind of trap that will mete out damage points to your trapped enemy!

All these passive weapons are heavy and cumbersome - and that means a real burden for your inventory.

If your character is strong, though, it's worth the effort involved to take along some traps and bombs with you on your travels. Weaker characters should only carry these items if they DEFINITELY need them.

Tips for Magic Combat Specialists

OK, a big hello to all you budding Mages out there! The golden rule for you is - know your opponent's weaknesses and strengths! So let's start by opening your Spell Book - the game will now pause - and you can chew the cud (figuratively, of course!) about your combat strategy for the coming fray.

Every creature has its own particular weakness - and if you focus on that weakness, you'll mete out damage points to it; but some types of attack will hardly scratch your opponent – one example of this is trying to damage a Lava Dragon with a Fire Magic spell - Air or Water Magic spells would be much more effective - so know your opponent before starting anything.

The BESTIARIUM has details on the individual strengths and weaknesses of all the opponents you'll encounter throughout the length and breadth of Antaloor!

OK – now you've analyzed your opponent, you should put the relevant spell cards in your Spell Amulet ready for action. Depending on your opponent's qualities and actions, you should change the types of spells often and fast - this will increase your chances of victory. Since almost all magic attack spells are long-range, it's maybe advisable to have one in your Amulet that will grip and hold your opponent.

Let this one rip first, before you attack him with your offensive magic.

You can count yourself especially lucky if you encounter a strong opponent near a source of Mana - all you have to do is stand in the aura of the shrine and cover the nasty with spells - your reserves of Mana will continually fill up while you're in that stone circle!

You can of course let others do your dirty work for you... summoning creatures of all kinds can be very effective and really facilitate combat for you. Here's how the workload is distributed in a case like this: enter a camp in which there are lots of opponents and incant as many summoning spells as your Mana reserves will permit.

Now beat a hasty retreat and watch how the battle unfolds... if the nasties have long-range combat specialists within their evil ranks, take them out while the close combat specialists are involved with your summoned creatures.

Now that's real delegation of labor! Have fun!

Trainers

If you want to learn a new SKILL in Antaloor, then you have to find a trainer who will teach you the basics.

You can only invest your skill points in one particular skill if you've activated that skill through the services of a trainer. There are seven different kinds of trainer - and each one will teach you his special skills in return for a cash payment.

There are the members of the Brotherhood, for instance - they really know the ins and outs of combat techniques... then there are the "Night Walkers," who have totally mastered the arts of stealing and sneaking!

You'll mostly find trainers in towns and military camps - they're designated by an orange dialog icon, making them easy to spot. If you talk to them, you'll find out which skills they teach and how much their tuition costs. The price a trainer charges you - and his willingness to teach you - depends on your reputation with his particular group.

You'll find the trainers at the following locations:

KOMORIN | COVENGOR:
The Ranger's at the back of Vesit
Delurna's horse ranch. You'll find the Night Walker in a small camp to the northwest of Tharbakin on the road to the lake.

1. Night Walker
2. Ranger

BROTHERHOOD CAMP:
The Captain and the Sergeant of the Brotherhood are in the Brotherhood Camp.

1. Sergeant of the Brotherhood
2. Captain of the Brotherhood

CATHALON:
The Scholar is at the fountain. The Ranger is near the dungeon entrance and the remaining Trainers are waiting for you in the camps.

1. Sergeant of the Brotherhood
2. Captain of the Brotherhood
3. Swashbuckler
4. Ranger
5. Archer
6. Mage

EASTERN CAMP:

You'll find the archers at the camp entrance, to the south of the Brotherhood Sergeant's location. The Captain's in the camp's eastern sector.

1. Sergeant of the Brotherhood
2. Captain of the Brotherhood
3. Archer

QUDINAR:

The first three Trainers are in the southeastern sector, the Swashbuckler and the Night Walker are in the southwestern sector and the Scholar is to the west of the teleport station.

1. Sergeant of the Brotherhood
2. Captain of the Brotherhood
3. Archer
4. Night Walker
5. Mercenary
6. Mage

THE "LEANING ELM" INN:

You'll find both Trainers in front of the inn (located northeast of the Western Army Camp).

1. Sergeant of the Brotherhood
2. Night Walker

Here's a list of the trainers and their special skills:

SERGEANT OF THE BROTHERHOOD

Parrying: Parrying means defending yourself from an attack by using the shield or a weapon in your left hand.

Balance: If you have good balance, you won't eat dust as easily when an enemy bops you.

Critical Hit: A hit like this has massive power - and the number of damage points you mete out is correspondingly high.

Knock Down: This means what it says - your hero knocks your adversary down - and his defenses are then wide open.

Defensive Combat: This can drastically reduce the number of damage points you receive in combat.

CAPTAIN OF THE BROTHERHOOD

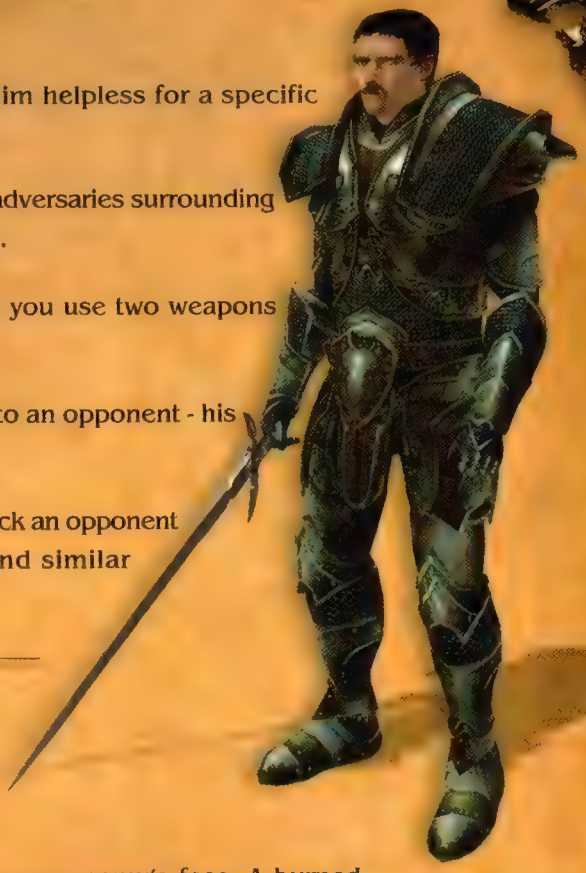
Stun: A head strike stuns your opponent, making him helpless for a specific timeframe.

Deadly Pirouette : This all-round strike will hit all the adversaries surrounding you - but it will only work with a two-handed weapon.

Double Blade: Increases your chances of hits when you use two weapons simultaneously.

Berserking: Increases the damage a hero metes out to an opponent - his attacks cannot be broken up by enemy strikes.

Unseat from Saddle: The hero can use this skill to knock an opponent off his horse - but only using spears, halberds and similar weapons.



SWASHBUCKLING

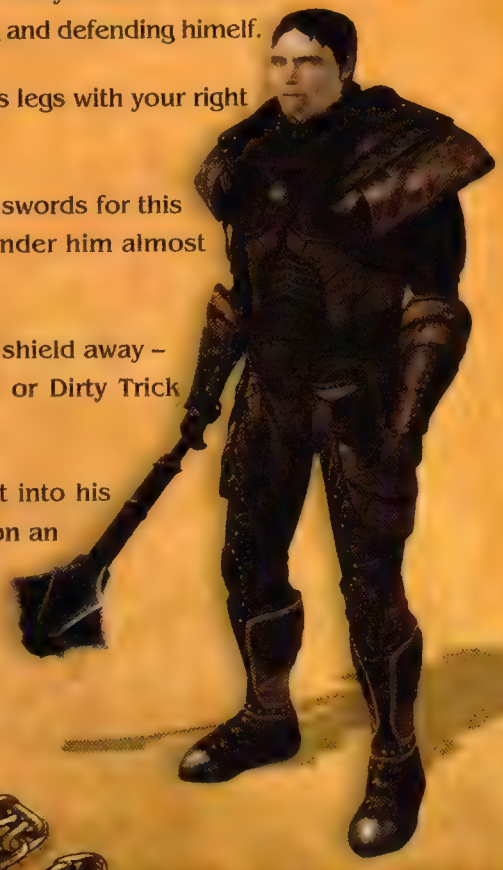
Burn: This skill enables you to push a lit torch into your enemy's face. A burned opponent will jump back – and he'll lose all interest in fighting and defending himelf.

Feint: Feint a blow with your shield and strike your enemy's legs with your right hand – sneaky, eh?

Break Sword: You and your opponent must both be using swords for this one. Your strike will break your opponent's sword and render him almost defenseless - butcher meat!

Pull Shield: The hero can use this skill to pull his enemy's shield away – making him especially susceptible to a Berserker attack or Dirty Trick attack - goodbye enemy!

Dirty Trick: The hero can blind his enemy by kicking dust into his eyes, temporarily disabling him - but this skill won't work on an enemy with a shield.



NIGHT WALKER

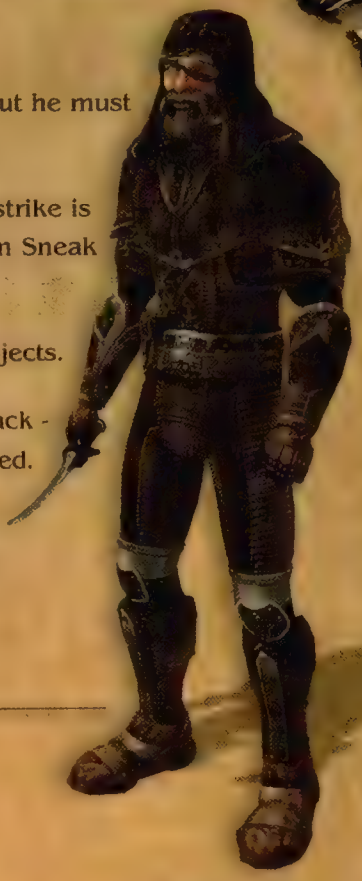
Stealing: With this skill, a hero can pick other characters' pockets, but he must be close to and behind the target's back.

Death Strike: A hero can strike his enemy from behind. The death strike is really powerful, often eliminating your enemy. This skill works only in Sneak mode - and you can only do it using a knife or dagger.

Lockpicking: The hero can use a lockpick to open locked doors and objects.

Sneaking: With this skill, a hero can sneak in behind his enemy's back - when you're in Sneak mode, the target's hearing and sight range is reduced.

Swimming: You'll find swimming very useful during the game – it's a good skill to possess and the more you invest in this skill, the faster you can swim.



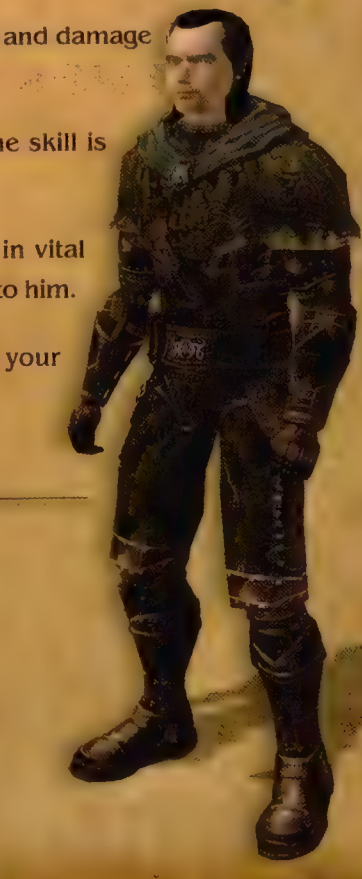
RANGER

Overdrawing: Enables you to overdraw all bows. The arrows fly faster and damage caused will be greater.

Setting traps: This skill enables your hero to set traps. The better the skill is developed, the greater the damage caused.

Precise aiming: Enables exact shooting - hurting your enemy badly in vital spots and meting out a correspondingly high number of damage points to him.

Riding: The more advanced you are in riding, the more effective your attacks from horseback will be.



ARCHER

Disarming Arrow: A hit on your adversary's hand will disarm him - and you'll maybe see his dust as he hightails it for the horizon! This won't work on animals and monsters, of course.

Multi-arrow: Shooting several arrows at one time is great - but the downside is that they won't be very accurate. However, the more the merrier, as they say - and one of the many is bound to find its target.

Piercing: Overdrawing your bow makes the arrow go right through the target and pierce enemies standing behind him.

Blinding Arrow: This arrow blinds your enemy with dust - and a blinded enemy will neither fight nor defend himself.

Fast Aiming: This skill enables you to draw the bowstring faster – more effective combat is necessary thanks to the increased tempo.

MAGE

Earth Magic: After this training, you can hamper your enemy by means of clinging plants that shoot out of the ground and injure him by means of spikes, walls and earthquakes of varying degrees of violence.

Water Magic: With this training you can summon creatures and weaken or lame your opponent, enabling you to press home your attacks with more effect.

Fire Magic: Here you'll mainly learn effective attacking magic, like meteorite showers, billowing walls of fire, and lightning-fast fireballs.

Air Magic: There are various healing and protective spells available here - and you can also attack with bolts of lightning and shock waves.

If you haven't seen **Necromancy** in this list... pssst, don't ask! It's forbidden to teach the occult arts in public - and anyway, before you can learn anything about this dangerous form of the art of magic, you'll have to win the trust of certain people first.

One teacher of the occult skills lives in the Enclave in the south of Antaloor – and you'll find the other near the cemetery located outside the walls of Qudinar.

1. Habitation of the Necromancy Trainer in Qudinar
2. Habitation of the Necromancy Trainer in the Enclave
3. Teleport stations

SKILLCHANGERS

Besides trainers, there are also "Skillchangers" in Antaloor.

Achieving the rank of Skillchanger is a long and hard process - so it's no surprise that there are only two of these very special Mages in all of Antaloor. You can recognize them by their blue dialog icons. One is in the royal capital, Cathalon, and the other is in Qudinar.
Skillchangers can actually 'undo' your character development.

Your skill points will be returned to you (for a fee of course!) - you can then reallocate them. Remember - think hard when choosing the skills you're going to invest in!

Tip

If you don't close the Skill Window, you can take back allocated skill points with your right mouse button - and reallocate them with your left mouse button.

Guilds

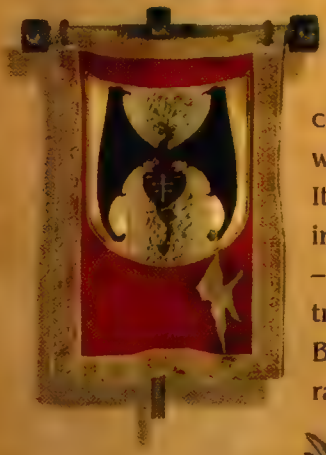
As a bounty hunter, you work for the client with the cash! In Antaloor there are four powerful Guilds - plus the mysterious Necromancers - but you don't need to be a member of a Guild to enjoy certain benefits.

You'll receive specific quests and especially good offers for buying and selling merchandise, depending on the number of favors you've done for an individual group.

Each one of these guilds has a ten-stage system – and when you solve a quest for that particular Guild, you'll move up within that system. To find out exactly which quests are involved... read on!

Brotherhood

The "Brotherhood" has two main tasks - protecting the borders and finding and eradicating the "Taint," wherever it may be.



The Taint is a nameless threat that has been stealthily spreading throughout Antaloor since the Great War of the Gods ended. Strange, undead monsters can be seen in spots that used to be idyllic - and they'll terrorize and kill anyone who dares to approach.
It is without doubt a heroic task that the Brotherhood has taken on - but the individual members aren't all shining heroes without a stain on their characters – far from it - most of them make use of their membership to carry out shady transactions and deals... and here's another nugget of knowledge for you - many Brotherhood groups fight like cats and dogs to gain predominance within the ranks... nice folks, eh?

Giriza

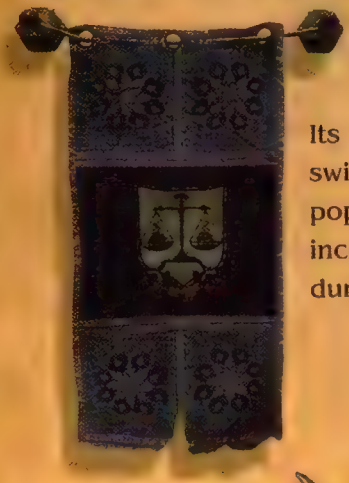
The Giriza, the truly infamous crime organization, probably has more influence in Antaloor than most people like to admit.

This Guild has its fingers in every pie. There has always been constant in-fighting for supremacy in this crime syndicate - the Giriza just don't know the meaning of solidly developed leadership structures... but if you happen to have an especially tricky quest to solve, or if you need a rare object?

Just ask the Giriza!

Merchants Guild

In these uncertain times, the Merchants' Guild is riding high! It was founded as a self-help organization to protect travelling merchants - but now, with trade routes becoming more dangerous daily and the nameless "Taint" spreading its tentacles throughout the land, there is huge demand for the services of this Guild.



Its main responsibilities are to protect travelling merchants and to pursue swindlers who try to cheat them - but recently there has been unrest among the population... the Merchants' Guild can't seem to cope nowadays - and an increasing number of free traders are flooding the market with merchandise at dumping prices.

Mages Guild

The Congregation, as this Guild is commonly called, is not as trivial as the general populace would like to believe - this is an extremely powerful organization, one which steeps itself in the studies of the ultimate secrets of magic.

The Taint or "Plague," which many believe established itself in Antaloor just after the Great War of the Gods (and has since been steadily spreading, flooding the land with undead monsters) is one of the Congregation's most secret research projects.

Not much leaks out about the success or failure of these experiments, or whether the Congregation can root out the origins of this dangerous, chaotic element.

Nevertheless, the research program has top priority - spurred on by the fear that the "natural enemies" of the Congregation, the Necromancers, just might be the instigators of this ghastly blight on the land – and the Congregation has had one burning aim since its inception many years ago - to combat and destroy Necromancy.

Necromancers

The Necromancers are the dark, occult side of the Congregation - they call themselves the "Enlightened." Banished by the Congregation, its members lead secret lives.

Rumor has it that the Necromancers have a hidden refuge in Antaloor, a place where they meet and expand their knowledge of the occult - and there are those who say that some day, they will emerge from hiding, more powerful than ever before... but that fateful day has not yet come... and in present-day Antaloor, you'll be taking your life in your hands if you get involved with these Dark Mages.

The forbidden always acts like a magnet - and many an otherwise respectable citizen of Antaloor has been drawn into its gaping maw...

Guild Quests

Completing the following quests will get you one or more reputation points with the individual Guilds below:

House of Skelden

Safe Neighborhood	Reputation Points at House of Skelden +1
Delicate Issue	Reputation Points at House of Skelden +2
A Traitor in the House	Reputation Points at House of Skelden +1
The Groms	Reputation Points at House of Skelden +1
The Dangerous Rebel	Reputation Points at House of Skelden +1
The Test of Loyalty	Reputation Points at House of Skelden +1
Bandits' Hideout	Reputation Points at House of Skelden +1
Playing With Hope	Reputation Points at House of Skelden +1
Breaking a Will	Reputation Points at House of Skelden +1

Karga Clan

Isa	Reputation Points at Karga Clan +1
Drying Sources	Reputation Points at Karga Clan +1
Collecting Evidence	Reputation Points at Karga Clan +1
The Missing Son	Reputation Points at Karga Clan +1
Breaking a Will	Reputation Points at Karga Clan +1
Friend's Favor	Reputation Points at Karga Clan +1
Secret Passage	Reputation Points at Karga Clan +1
A Final Strike	Reputation Points at Karga Clan +2

Eye for an Eye	Reputation Points at Karga Clan +2
The Test of Loyalty	Reputation Points at Karga Clan +1
Playing With Hope	Reputation Points at Karga Clan +1

THE CONGREGATION

Insect Egg	Reputation Points at Congregation +1
By Any Means (Part 1)	Reputation Points at Congregation +1
Personal Teleport (Part II)	Reputation Points at Congregation +1
Black Shadow	Reputation Points at Congregation +1
Missing Staff	Reputation Points at Congregation +1
A Dragon Scale	Reputation Points at Congregation +1
Find a Necromancer's Spell	Reputation Points at Congregation +1
Find a Necromancer's Staff	Reputation Points at Congregation +1
Hunt Down the Mage-Turned-Necromancer	Reputation Points at Congregation +1
Orcish Prophecy	Reputation Points at Congregation +2
Find Necromancers	Reputation Points at Congregation +1
Public Enemy	Reputation Points at Congregation +1
The Healers' Gathering	Reputation Points at Congregation +1
Return the Mirror	Reputation Points at Congregation +3

BROTHERHOOD

Extortion	Reputation Points at Brotherhood +1
A Troubled Horse Breeder	Reputation Points at Brotherhood +1
Orc Catapults	Reputation Points at Brotherhood +1
The Orna Mine	Reputation Points at Brotherhood +3
The Lost Patrol	Reputation Points at Brotherhood +1
Check Up On the Guard's Brother	Reputation Points at Brotherhood +1
Follow the Thief	Reputation Points at Brotherhood +1
Lost Armor	Reputation Points at Brotherhood +1

THE MERCHANTS' GUILD

Anti-taint Device for Food	Reputation Points at Merchants' Guild +1
Another Strange Delivery	Reputation Points at Merchants' Guild +1
Moon Eye	Reputation Points at Merchants' Guild +1
Earning Trust	Reputation Points at Merchants' Guild +2
Good Business	Reputation Points at Merchants' Guild +3
Alcohol Trail	Reputation Points at Merchants' Guild +1
The Arrangement	Reputation Points at Merchants' Guild +1

GIRIZA

The Dilemma	Reputation Points at Giriza +1
Work Withheld	Reputation Points at Giriza +1
A Paid Murder	Reputation Points at Giriza +1
Get Back the Family Heirloom	Reputation Points at Giriza +1
The Breach	Reputation Points at Giriza +4
The Shard	Reputation Points at Giriza +4

THE NECROMANCERS

Bring Me Some Taint!	Reputation Points at Necromancers +1
Bring Me Some More Taint!	Reputation Points at Necromancers +1
Bring Me Even More Taint Shoot!	Reputation Points at Necromancers +1
Bring Me More Taint – One Last Time!	Reputation Points at NEcromancers +1
The Hangman's Rope	Reputation Points at Necromancers +1
Black Magic	Reputation Points at Necromancers +1
Against the Living	Reputation Points at Necromancers +1
The Test of Faith	Reputation Points at Necromancers +3

Tip

You can gain reputation points with the Giriza by telling them that you ONLY work for them... and vice-versa with the Merchants' Guild, too. This is especially remarkable because several quests target the other individual organization.

Monsters in Antaloor

There's absolutely no doubt about it - Antaloor is crawling with monsters - and some of them are dangerous. Just how threatening a monster attack can be for your health differs from monster to monster.

The following overview will give you a good idea of the strengths and weaknesses of each beastie - and the weapon that's best for defeating it. Here's one thing to bear in mind, though - if you're confronted by an aggressive monster, it's advisable to use a defensive strategy - just to find out how dangerous it actually is...

Please read the chapter on Alchemy - it contains detailed information about using the body parts of monsters in the alchemist's cooking pot. The following only gives you a skeleton version of the rules you'll need to adhere to when using body parts - and what those 'ingredients' are mostly needed for.

WOLF

A pack of wolves is dangerous – wolves need a large area as a hunting territory - and they'll continue their pursuit of prey for a very long time. They're also lightning-fast and can appear very suddenly behind your back.

Normal wolves are nasty adversaries, thanks to the tendency to run in packs - and you should beware of them even more at the beginning of the game. Within our strict hierarchy, these wolves are on the first level.

Name	HP	Level	Loot	Fight with
Wolf	80-140	1-5	Heart	Sword, Fire Magic

GRAY WOLF

Gray wolves are on the second level of the hierarchy - you'll mostly come across them in the far north of Thalmont. These animals love the mountains and often have their dens in rocky grottos or caves.

Name	HP	Level	Loot	Fight with
Gray Wolf	480-600	6-10	Heart	Sword, Fire Magic

WHITE WOLF

The White Wolf is very often the leader of the pack. They're easily distinguished from the rest of the pack by their white coats - and they're stronger and more aggressive, too.

Name	HP	Level	Loot	Fight with
White Wolf	1.000-1.300	10-15	Heart	Two-handed Sword, Fire Magic

SILVER WOLF

Only a handful of animals like this have ever evolved - and the Silver Wolf is the absolute King of the Wolves. They're extremely dangerous - not only for humans, but also for their own kind.

Name	HP	Level	Loot	Fight with
Silver Wolf	1.000-1.300	10-15	Heart	Two-handed Sword, Fire Magic

UNDEAD WOLF

With their occult experiments, the Necromancers continually create ghastly versions of reality - and the Undead Wolf is one of these. Being a magic creature, it's terribly dangerous... one of its favorite ploys is to poison its victims!

Name	HP	Level	Loot	Fight with
Undead Wolf	800-2.000	6-20	Heart	Lance, Halberd, Fire Magic

BOAR

Like the Wolves, these beasts are to be found all over Antaloor, but they're not as aggressive as the Wolves and they won't pursue their prey for long - but watch out for their powerful tusks... they are a real threat.

Boars are forest dwellers and are found either in pairs or in small herds of up to five animals. They love the thick undergrowth, often charging out to attack their surprised victims.

Name	HP	Level	Loot	Fight with
Boar	200-800	1-5	Tusks	Sword, Fire Magic

BLACK BEAR

Bears mainly inhabit Northern Antaloor. They're loners - but at the beginning of the game they constitute a real danger, since they can score heavily with their huge paws which are equipped with long claws.

Bears have no armor other than their thick coat of fur - and even your weaker weapons can wreak a lot of damage on them. The Black Bear has multiplied rapidly and the species is now all over Antaloor.

Name	HP	Level	Loot	Fight with
Black Bear	1.750-6.250	7-25	Claw	Sword, Fire Magic

GRIZZLY BEAR

The Grizzly Bear is roughly on the same level as the Black Bear - but the Grizzly is larger and therefore stronger.

Mostly to be found in Thalmont, the Grizzly has a more or less amicable relationship with the Black Bear.

Name	HP	Level	Loot	Fight with
Grizzly Bear	2.500-6.250	10-25	Claw	Sword, Fire Magic

POLAR BEAR

You'll find Polar Bears in the broad expanses of the glacier fields in Northeast Antaloor. Thanks to the merciless weather conditions up there, these beasts have become tremendously hardy combat specialists - a real threat for any warrior who maybe hasn't spent enough time with his Trainers!

Name	HP	Level	Loot	Fight with
Polar Bear	10.000-12.500	20-25	Claw	Sword, Fire Magic

UNDEAD BEAR

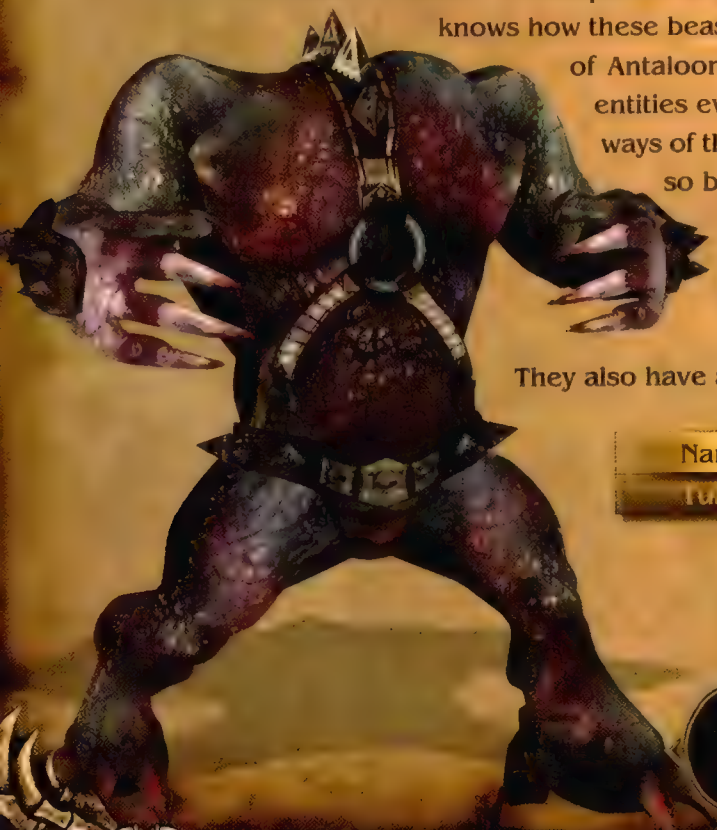
With their occult experiments, the Necromancers continually create ghastly versions of reality - and the Undead Bear is one of these. Being a magic creature, it's a dangerous monster... one of its favorite tricks is to poison its adversaries.

Name	HP	Level	Loot	Fight with
Undead Bear	7.500-10.000	15-20	Claw	Sword, Fire Magic

When you take on the undead, you should have healing potions and/or herbs at hand in your inventory - these will counteract the poison meted out by the undead monsters' blows - which, by the way, can kill you.

TULOK

These are headless monsters - a sub-species of the demons, they live only in the underworld. No one knows how these beasts lost their heads over centuries of evolution - but all of Antaloor does know that they're one of the most dangerous entities ever to evolve on the planet! In the dank, dark passageways of the dungeons, eyes are an unnecessary luxury anyway... so being headless is more of an advantage for them.

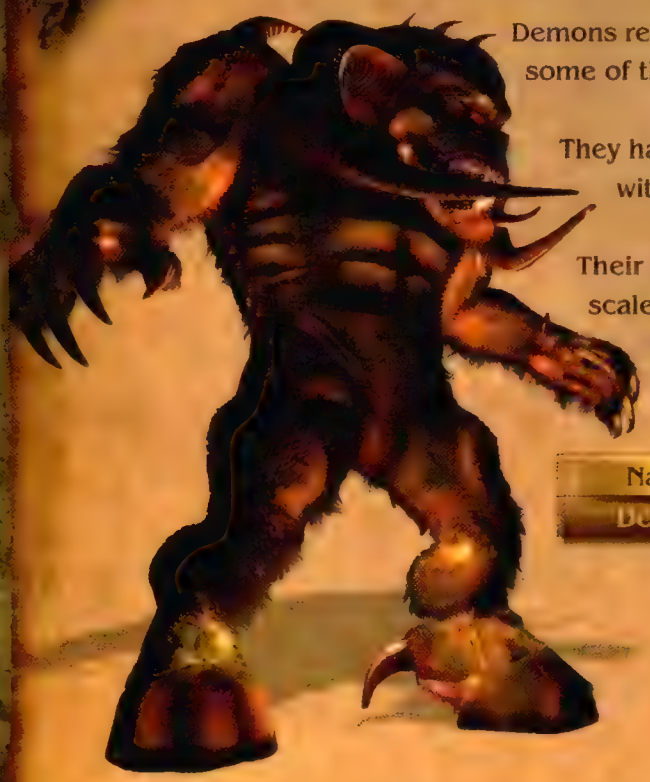


The Tulok go berserk in the narrow passageways, bringing certain death to all but the fleet of foot.

They also have an unbelievable amount of endurance in a fight...

Name	HP	Level	Loot	Fight with
Tulok	5.000-20.000	10-40	Heart	Sword, Water Magic, Air Magic

DEMON



Demons really live up to their reputation - among their ranks, you'll find some of the most dangerous creatures in all of Antaloor.

They have huge paws with razor-sharp claws - and those, combined with their long reach are perfect for dealing a deadly one-two.

Their skin consists of a leathery substance, partly covered with scales - an almost impenetrable armor. If these creatures have any weakness at all, it could be their somewhat slow reaction time.

Name	HP	Level	Loot
Demon	12.500-30.000	25-60	Eye

Fight with
Two Handed Sword, Water Magic

WINGED DEMON

In addition to the 'normal' demon, the unwary traveler is sure to meet the "Hell Demon."

They're winged - and that's what helps them to move a lot faster than the other demons... spelling out danger with a capital D.

Name	HP	Level	Loot
Winged Demon	15.000-37.500	50-75	Wing Membrane

Fight with
Two Handed Sword, Water Magic

DRAGON

Dragons are - without a doubt - the most impressive creatures on the entire continent. In addition to the powerful Alpha Dragons, many species of Dwarf Dragons have also evolved - but don't start thinking, "Hah!

Dwarf Dragon? No problem for me"... this "Dwarf" Dragon is a lot bigger than you think - in fact, it's bigger than any human on Antaloor!

Thanks to their almost impenetrable skin, long fangs, powerful claws and fire attacks, the Dragons are Number One opponents! This is especially true of the Alpha Beasts.

Name	HP	Level	Loot
Dragon	20.000-30.500	40-100	Scale

Fight with
Two-handed Sword, Water Magic

WHITE DRAGON

The White Dragon is a one-off in Antaloor. It has taken control of the Drak'ar Desert and is currently terrorizing its fellow Dragons. You'll recognize this beast by its bluish-white, gleaming scales - and its huge size.

Name	HP	Level	Loot	Fight with
White Dragon	20.000-30.500	40-100	Scale	Lance, Halberd, Earth Magic, Necromancy

SAND DRAGON

You're bound to make the acquaintance of the Sand Dragon if you happen to be in the Drak'ar desert. These aggressive animals have a large home area in which they hunt. They attack their opponents from a distance with large fireballs - and as soon as you're in reach, their razor-sharp claws and powerful fangs can finish the job.

Name	HP	Level	Loot
Sand Dragon	20.000-30.500	40-100	Scale

Fight with
Lance, Halberd, Water Magic, Earth Magic

STONE DRAGON

These monsters mainly inhabit the Badlands surrounding Oswaroh and the southern part of the Drak'ar desert. In spite of their size, they can become almost invisible in their own environment - when they hunker down, they look exactly like large stones - and when an unwary wanderer approaches... surprise, surprise!

Name	HP	Level	Loot	Fight with
Stone Dragon	20.000-30.000	40-100	Scale	Lance, Halberd, Water Magic, Air Magic

LAVA DRAGON

Like its cousin, the Stone Dragon, the Lava Dragon also inhabits the Badlands surrounding Oswaroh and the southern part of the Drak'ar desert.

There is a big difference between the two, though - instead of a stone skin, the Lava Dragon is protected by a skin that's shot through with veins of fire, reminiscent of a field of hot lava.

Name	HP	Level	Loot	Fight with
Lava Dragon	20.000-30.000	40-100	Scale	Lance, Halberd, Water Magic, Air Magic

GROM

These wild barbarian tribes are a threat to the life of travelers throughout Antaloor.

As fighters, the Groms can't compare to the warlike Orcs, but many that now walk in the spirit world fatally underestimated them. They're also well-organized - they bunch up into large hordes, which are difficult to beat.

Name	HP	Level	Loot	Fight with
Grom	480-5.600	6-45	Equipment	Sword, Fire Magic

YOUNG GROM

This youngster is cannon fodder for most heroes – his attack and defense values are still minimal – so if you meet one, it's a good opportunity to boost your inventory!

Name	HP	Level	Loot
Young Grom	140-160	3-12	Equipment

Fight with
Sword, Fire Magic

GROMS' SHAMAN

The Shamans are the spiritual leaders of the individual Grom tribes. In each camp there is at least one of them - you'll recognize Shamans by their orange-colored, decorative flags.

They always try to keep their opponents at a distance, where their long-range magic attacks can cause most damage - but if you get them at close quarters, they're a "cannibal's delight" ... easy meat!

Name	HP	Level	Loot
Groms' Shaman	160-1.260	8-15	Equipment

Fight with
Sword, Fire Magic

OCTOGRON

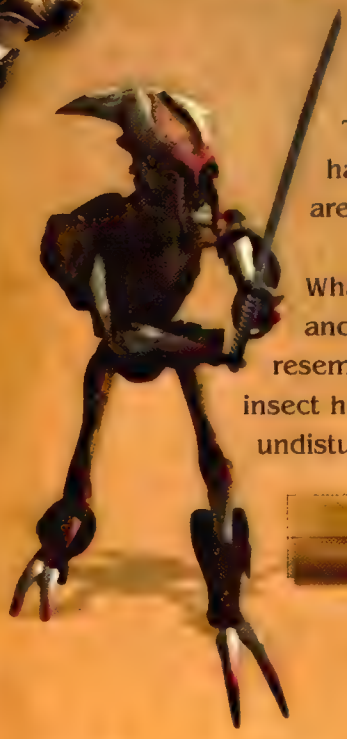
The Octogrons would seem to have originated in the rivers of lava around Gor Gammar - they're horned, and have a thick, resistant skin shot through with fiery red veins.

Don't treat them lightly, whatever you do, because they have several weapons and know lots of combat tricks.

They're well distributed throughout Southern Antaloor, with the majority living in the Burnt-Out Wood south of the Drak'ar - but strangely enough, they also seem to like being in the vicinity of those mysterious Necromancers' Towers.

Name	HP	Level	Loot	Fight with
Octogron	1.060-3.060	10-50	Equipment	Sword, Water Magic

TRACHIDIS (MALE)



The Trachidis are relative newcomers to Southern Antaloor. Their main habitat seems to be in the bamboo forest near Ashos. Rumor has it that they are the result of a biological experiment gone wrong.

Whatever their origins, they've learned to adapt perfectly to their environment and have become an aggressive and intelligent species. The female Trachidis resembles a huge insect, whereas the male Trachides are two-legged beings with insect heads... they guard the Queens, ensuring that they can tend to their broods undisturbed.

Name	HP	Level	Loot
Trachidis	3.000-4.000	10-40	Equipment

Fight with
Axe

TRACHIDIS (FEMALE) – ALSO KNOWN AS MANTIS

The Mantis is an enormous version of that merciless killer, the Praying Mantis. An extremely strong layer of chitin gives it almost 100% protection from arrows and light sword blows.

It has a large shielding plate to protect its head. In addition to its four legs, which can propel this monster to amazing speeds, it also has two scissor arms which it uses to attack and disable enemies - and let's not forget its razor sharp teeth!

The Mantis mainly lives in dry areas, often building its nest on sandy ground near abandoned ruins.

Name	HP	Level	Loot
Mantis	19.500-25.000	45-50	Egg

Fight with
Axe

SCAPULARI

Not much is known about the Scapulari. Rumor has it that they could be the doom messengers of Yatholen, the god of sea and storms.

There could indeed be some truth in this rumor, since the Scapulari inhabit coastal areas and resemble ocean dwellers in appearance. There are various species of Scapulari.

Some have huge pincers instead of hands and arms, others have huge piranha jaws with razor-sharp teeth and still others have tentacle-like heads.

Name	HP	Level	Loot
Scapulari	1.500-3.000	15-30	Equipment

Fight with
Sword, Fire Magic

JACKAL
(ALSO KNOWN AS VARN)

The Jackals are very intelligent. Their habitat is the Drak'ar desert.

This beast walks upright - and with those fangs in its wolf's head, it can tear off quite a chunk of its opponent's flesh!

In addition to the normal Jackals, individual clans often have Shamans who possess powerful spells. Weapons and armor are part of the Jackals' standard equipment - and this, combined with their intelligence and sheer animal strength.... well, good luck!

Name	HP	Level	Loot
Varn	1.500-4.000	15-40	Equipment

Fight with
Axe, Earth Magic

Adamantium Golem

The Adamantium Golem is a creation born of magic. Armor-plated, these monsters are often to be found near Mages' dwellings or in dark catacombs.
Watch out for them – if they clobber you, they can really cause you a lot of damage, but you'll be glad to know that their reach is limited - you can slip past them quite easily.

Name	HP	Level	Loot
Adamantium Golem	15.000-17.500	30-50	Equipment

Fight with
Axe, Bludgeon, All Magic

Wooden Golem

The Golem is one of the strongest creatures in Antaloor - and the various Golem species have all adapted wonderfully to their individual environments.
The Wooden Golem terrorizes large tracts of land in the Cathalonian Kingdom. Its armor is not as thick as that of his cousins... but that only makes it faster.

Name	HP	Level	Loot	Fight with
Wooden Golem	7.500-12.500	30-50	Equipment	Axe, Bludgeon, Fire Magic

Stone Golem

Where there are rocks, you're sure to find a Stone Golem - and that means the territory between the desert and the Burnt-Out Wood and the area around Gor Gammar.

These creatures have hugely thick armor and can strike an opponent with enormous power - but... they're...s...l...o...w! (so let's be grateful for small mercies, eh?).

Name	HP	Level	Loot
Stone Golem	15.000-25.000	30-50	Equipment

Fight with
Axe, Bludgeon, All Magic

FLESH GOLEM

This strange entity is a cross between a Golem and a Zombie.

It's a deadly combination - it strikes Golem-hard and weakens its enemies with poison like a Zombie.

Name	HP	Level	Loot
Flesh Golem	7.500-15.000	15-50	Equipment

Fight with
Axe, Bludgeon, Water Magic

GIANT SCORPION

You're bound to come across the Giant Scorpion in the Drak'ar desert. In southern lands, this creature is a threat to all.

Its most important weapon is its armored tail - the poison in this baby's sting is deadly! The Giant Scorpion stabs lightning-fast and deeply with this dagger-like object... and the only thing that will help you then - if you're lucky - is a strong healing potion.

This monster's dangerous in a frontal attack, too! Its powerful pincers have additional claws that can do a lot of permanent damage.

Name	HP	Level	Loot
Giant Scorpion	7.500-10.000	30-40	Scorpion Sting

Fight with
Axe, Bludgeon

ORC

The Orcs occupy the entire area south of the Gon. Their capital city is Gor Gammar, in the heart of the lava plains. Orc warriors are feared by all because of their enormous strength and their battle discipline.

Groups of Orcs always attack strategically, having their archers shoot from the rear while the sword fighters attack at the front. Thanks to their high level of intelligence, they wear extremely effective armor and have powerful weapons. OK, an Orc's a really difficult opponent - but look on the bright side - if you do manage to kill one, you'll usually find some loot on his cooling corpse!

Name	HP	Level	Loot	Fight with
Orc	1.500-2.500	15-25	Equipment	Sword, Axe

GAMMA ORC

The Gamma Orcs have evolved a little differently – through generations, their species developed much more refined combat attributes. That's why they're far superior to their more 'normal' cousins when it comes down to intelligence and strength - and as a result they can often be seen leading individual groups.

Name	HP	Level	Loot	Fight with
Gamma Orc	2.000-3.000	20-30	Equipment	Sword, Axe

GLACIER ORCS

The Glacier Orcs are the strongest of the Orc species. Be thankful that their habitat is far away in Antaloor's northern ice fields! So you won't have to test yourself against these brutes - unless your middle name's Rambo!

Name	HP	Level	Loot	Fight with
Glacier Orc	1.500-2.500	15-25	Equipment	Sword, Axe, Fire Magic

REAPER

This is the most widespread monster in Antaloor. Whether in mountain forests or in the far-off, treeless, arid zone to the south, the Reapers are everywhere.

They have two legs and attack their prey in packs. Rumor has it that they're not so dangerous when on their own - but if you should come across one, don't take it too lightly... simply because there are several kinds of Reapers. Throughout the course of the centuries, the species has continued to evolve, producing some really dangerous and deadly varieties.

Name	HP	Level	Loot	Fight with
Reaper	500-600	5-8	Muscle	Sword, Water Magic

PLATE REAPER

The Plate Reaper differs from its cousins in that it's protected by an especially large bone head plate. It also has two very sharp horns - and it runs at you, trying (and often succeeding!) to stab them deeply into your body. However, its shorter tail means that it's not quite as agile as the other members of its species.

Name	HP	Level	Loot	Fight with
Plate Reaper	800-1.300	8-15	Muscle	Sword, Axe

HAMMERTAIL REAPER

The check-patterned Hammertail Reaper really lives up to its name! It uses a bony, spiny ball on the end of its tail like a flail - just watch your damage points with this monster! Oh yes, almost forgot... it can also take chunks out of you with its two impressive tusks!

HP	Level	Loot	Fight with
1.500-2.000	15-20	Muscle	Sword, Axe

SPINE REAPER

This is the strongest of the Reapers. You can identify it easily - it has a 'comb' of skin running down its entire spine. OK, they look pretty harmless - but they've shocked many people in Antaloor with their sheer speed and viciousness and - even worse - they attack in packs! .

Name	HP	Level	Loot	Fight with
Spine Reaper	2.000-2.500	20-25	Muscle	Sword, Axe

WYVERN

The Wyvern are related to the Reapers - but they're much more dangerous! These reptiles have a pair of leathery wings that can't get them into the air - but they do provide stability when they're running or fighting!

With powerful claws on their feet and arms and two deadly horns on their heads, these Wyverns are truly dangerous in close combat... and they fight in pairs, too - perfect teamwork and a killing combination. So beware of these creatures... these monsters are true dealers of death. Like the Reapers, they're found throughout Antaloor.

There is one region they don't like, however - and that's the land of the glaciers...

Name	HP	Level	Loot
Wyvern	1.500-3.000	15-30	Lacerinar Glands

Fight with
Halberd

SKELETON

The dungeons is where you'll meet these bony warriors - and they'll usually attack you in groups. Their bowmen (lots of them) keep to the rear of the action and fire at you while the ones at the front, sporting swords and bludgeons, will attack without the slightest regard for their own bones.

However, they're not restricted to the dungeons of Antaloor - you'll also come across them in cemeteries and in the area surrounding Oswaroh.

Name	HP	Level	Loot
Skeleton	500-1.000	5-10	Bone Marrow, Equipment

Fight with
Bludgeon, Staff

Grand Skeleton

The Grand Skeleton usually leads the bunch because it's bigger and can therefore fight better.

Name	HP	Level	Loot
Grand Skeleton	660-2.360	8-25	Bone Marrow, Epulpment

Fight with
Bludgeon, Staff

Fire Skeleton

Fire Skeletons were born in the darkness of the occult - created by Necromancers. They have been given Fire Magic attack and defense spells - so, like the Ice Skeletons, they can hurt you both physically and magically.

Name	HP	Level	Loot	Fight with
Fire Skeleton	3.000-2.500	20-25	Bone Marrow, Epulpment	Bludgeon, Staff, Water Magic

Dark Skeleton

Dark Skeletons were created by the Necromancers, who gave them their own attack and defense spells - so they can also hurt you physically and magically.

Name	HP	Level	Loot
Dark Skeleton	1.500-3.300	15-35	Bone Marrow, Epulpment

Fight with
Bludgeon, Staff, Air Magic

Ice Skeleton

Created by the Necromancers, the Ice Skeletons have been given Water Magic attack and defense spells - so they can hurt you both physically and magically.

Name	HP	Level	Loot
Ice Skeleton	660-1.360	8-15	Bone Marrow, Epulpment

Fight with
Bludgeon, Staff, Fire Magic

MUMMY

Mummies now populate their natural habitat, the desert - and you'll also come across them in the temple ruins of Drak'ar.

With their clumsy movements and almost non-existent armor, they normally pose little or no danger to you - except in the underground temple areas where they congregate in groups – and that's a different kettle of fish!

Oh, and one more thing... in hand-to-hand combat, they use poison. (You could just love them already, eh?)

Name	HP	Level	Loot
Mummy	3.000-5.000	30-50	Equipment

Fight with
Bludgeon, Fire Magic

GIANT SPIDER

These man-high spiders are to be found almost everywhere in Antaloor. The color of the thick hair on their huge bodies depends on the region where they live.

Name	HP	Level	Loot	Fight with
Giant Spider	2.500-7.500	40-50	Poison Gland	Bludgeon, Staff, Air Magic

You'll come across them in every color of the rainbow - from poisonous yellow to a camouflaging earthy brown. The Hunting Spider's most effective weapon is its poisonous saliva - and it spits it out incredibly fast!

These killers mostly stick to thick undergrowth, surprising their prey (that's you!) with a deadly stream of poison. When the poison starts to take effect, they'll come out and then...well, you can imagine the rest...'t'ain't nice.

Zombie

Zombies are everywhere in Antaloor. They're normally creatures of the night, but the advance of the Taint seems to have encouraged them to venture out into the bright light of day – they congregate mainly in cemeteries, where they lurk in wait with their bony allies, the Skeletons.

Zombies are slow, but they have a huge reach with their long arms - and their fetid claws are highly poisonous.

Name	HP	Level	Loot
Zombie	500-1.000	5-10	Thyroid

Fight with
Axe, Bow & Arrow

Grand Zombie

In the course of your many hair-raising encounters with Zombies, you'll probably come up against a Grand Zombie, although there aren't too many of them in Antaloor.

They lead battle groups of lesser Zombies - and since they stand a good head taller than the rest of their ugly brethren, they can usually fight better too.

Name	HP	Level	Loot
Grand Zombie	1.000-2.000	10-20	Thyroid

Fight with
Axe, Bow & Arrow

Tip

When you take on the undead, you should have healing potions and/or herbs at hand in your inventory - these will counteract the poison meted out by the undead monsters' blows - which, by the way, can kill you.

SERPENT

The Serpent race lives on a peninsula to the southwest of Cathalon. These snakelike beings are mistrusted by all the other races. This mistrust was never quite laid to rest, even during the Great War when the Serpents fought together with the Elves, the Dwarves, and the Humans but the Serpents could never bring themselves to form an alliance with the other races.

This is why they fought alone against the Orcs and Aziraal. The Serpents weren't completely to blame for this, though. It was the Elves who weren't prepared to even contemplate an alliance with the Serpents, simply because they hated them.

A large part of the Serpents' former territory was lost to the ocean during the devastating war. Today, **Ashos** is the Serpents' most important town. It lies on the peninsula in the Gon delta and is rumored to have secret connections to the sunken Serpent territory.

Name	HP	Level	Loot	Fight with
Serpent	6.200-12.300	25-30	Equipment	Sword, Fire Magic

MASTER SERPENT

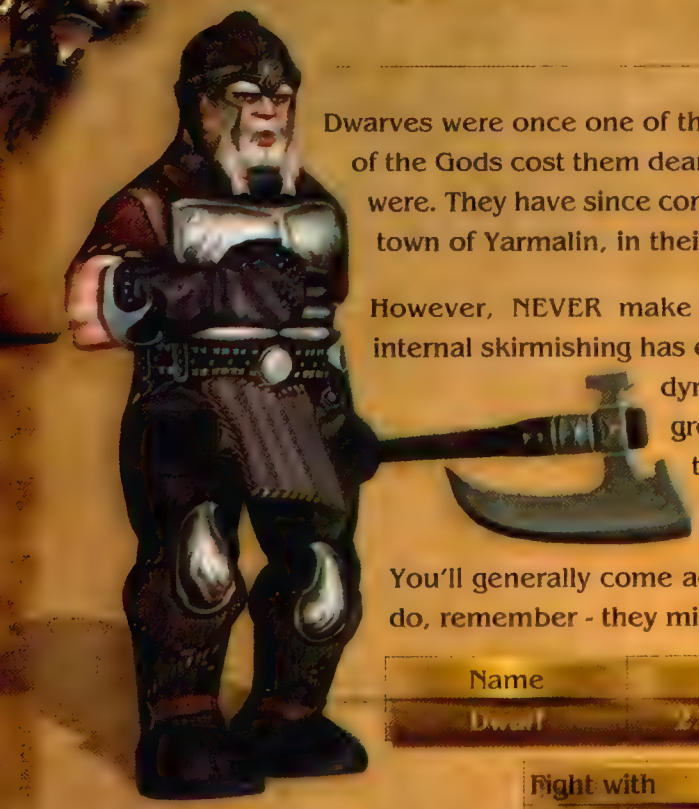
Evolution branched off a little when it came to the Master Serpents - they're even more dangerous than their cousins. Highly intelligent, they can strike you with awesome power.

Their preferred weapons are axes and sabers. By the way, if you succeed in killing one of these tough customers, his inventory can have a surprising amount of loot in it!

Name	HP	Level
Master Serpent	7.300-15.000	30-60

Loot	Fight with
Equipment	Sword, Fire Magic

DWARF



Dwarves were once one of the most numerous races in Antaloor, but the Great War of the Gods cost them dearly - they are now only a shadow of the power they once were. They have since concentrated their forces around the well-hidden mountain town of Yarmalin, in their northern territory.

However, NEVER make the mistake of underestimating them! Continuous internal skirmishing has ensured that the fighting power of the dwarves remains dynamic and hard-hitting – and because they fight in groups, they're really tough adversaries. If you do manage to wipe out a group of Dwarves, you'll gain lots of valuable equipment.

You'll generally come across Dwarves in the Thalmont mountains – and if you do, remember - they might be wee men – but they're hard wee men!

Name	HP	Level	Loot
Dwarf	2.500-7.300	15-30	Equipment

Fight with
Dwarf, Halberd, Bow & Arrow

GIANT

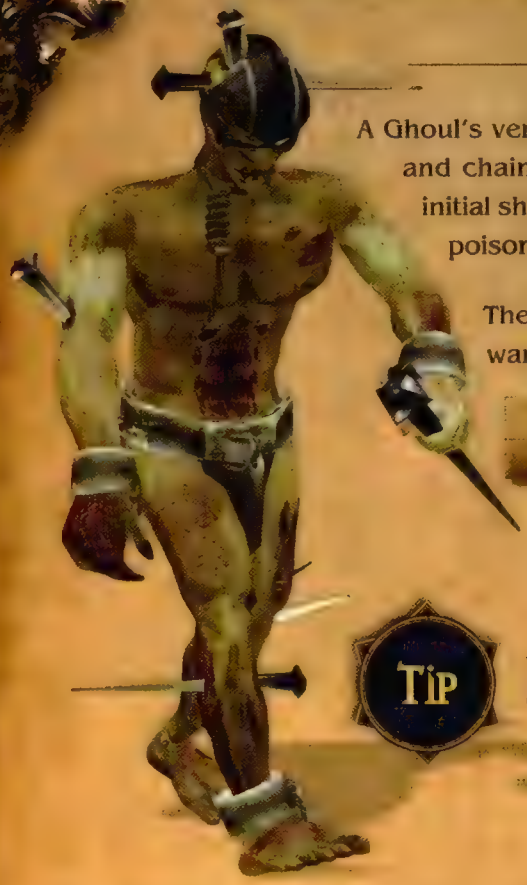
Giants are almost twice the size of adult humans. They live a very simple life in the mountains of Northern Thalmont and have a favorite pastime - hunting Dwarven patrols!

Their long battle staffs give them a tremendous reach, making them dangerous adversaries - but they're surprisingly easy to injure, since they have no armor worth talking about and are only clothed in pieces of fur.

Name	HP	Level	Loot
Giant	12.500-20.000	25-40	Equipment

Fight with
Two-handed Sword

Ghoul



A Ghoul's very appearance is enough to petrify opponents! Disfigured by nails and chains, these half-dead beings shuffle towards you, banking on that initial shock to slow you down just enough to give them a chance with their poison claws.

The one good thing about them is that they're loners - so if you DON'T want to meet one, stay away from the temple ruins at Drak'ar!

Name	HP	Level	Loot
Ghoul	1.500-7.500	6-30	Brain

Fight with
Sword, Axe

Tip

You can increase your willpower permanently by cooking two Ghoul brains in your alchemy pot.

Oger

Ogers are actually a peace-loving sub-species of the Giants. They inhabit the meadowland around Cathalon. If a smaller opponent attacks them, their leathery, resistant skin enables them to simply shrug it off... but be careful... if you push them too far, their huge paws can really knock your damage points down! Ogers do have one little weakness, however - they can't read the Antaloorian dictionary... so they don't know what "speed" and "agility" are!

They also seem to like being near humans - large specimens continually appear near villages and farms.

Name	HP	Level	Loot
Oger	7.500-30.000	15-60	Equipment

Fight with
Two-handed Sword, Axe

CYCLOP

The Cyclops also has Giants' ancestry in there somewhere, but in contrast to the Oger, this creature is much more aggressive. It will attack anyone or anything which is in its field of vision – and with its powerful claws and strong jaws, this creature is one tough handful.

The Cyclops mainly inhabit the misty marshlands south of the Gon - but you'll also find them in the burnt-out ruins of former human settlements. By the way, you'll have to use the appropriate weapons in a hand-to-hand with this beast - most blows will just glance off its ultra-resistant, leathery skin.

Name	HP	Level	Loot
Cyclop	15.000-27.500	30-35	Equipment

Fight with
Two-handed Sword, Axe

DEAD KNIGHT

The Dead Knights are rare entities indeed, although they've been in Antaloor for centuries. A while ago, the first stories about them were ridiculed as being superstitious nonsense - but in recent times, more and more eyewitness (who were seemingly lucky to escape with their lives) have told frightening stories about these terrifying ghostly figures.

Rumor has it that they are the cursed heroes of the land's war-torn history – but DON'T let the stories distract you if you get into a rough-and-tumble with a Dead Knight - with truly excellent weapons and armor, AND a nail-biting immunity against most kinds of damage (guess whose nails), these entities are a demonically difficult challenge. You'll find them (or they'll find you) in the territories destroyed by the Orcs to the south of the Gon.

Name	HP	Level	Loot
Dead Knight	5.750-10.000	15-40	Equipment

Fight with
Sword, Air Magic

HELL WARRIOR

These warriors also live up to their name - people say they come straight from Hades itself.

They like it hot – and that's why they're to be found in the southeastern sector of Antaloor and around the Death Towers - but you'll find them mainly in the area surrounding Oswaroh.

With their powerful hind legs and horned heads, they'll remind you of the mythical faun - but that's where the resemblance ends... fauns are peace-loving!

Name	HP	Level	Loot
Hell Warrior	5.000-11.250	20-45	Equipment

Fight with
Sword, Axe, Water Magic

HELL MASTER

These usually lead the Hell Warriors. Extremely strong bone armor and horns make them much more resistant to blows than the normal Hell Warriors, so they're more dangerous to your health in an encounter.

They are often used as sentinels, guarding the breeding sites of occult evil.

Name	HP	Level	Loot
Hell Master	7.500-15.000	50-60	Weapons, Armor

Fight with
Sword, Axe, Water Magic

Barkog

Barkogs are rarely seen nowadays in Antaloor - they are a dying race doomed to extinction. They look a little like Wooden Golems, but their actual physique is much slimmer and adapts itself perfectly to its surroundings.

They are basically peaceful, but if they get pushed into a corner, they can do an immense amount of damage with their tree-like arms and legs.

To say that a raging Barkog is a difficult adversary is sheer understatement!

Name	HP	Level	Loot
Barkog	17.500-27.500	35-55	Equipment

Fight with
Sword, Axe, Fire Magic

Kalitari

An offshoot of the Taint, these misshapen dragons are relatively new to Antaloor. The Kalitari terrorize travelers in the lands surrounding Oswaroh and Gor-Gammar.

They are extremely nasty creatures, attacking you with a movement that can only be described as half-running and half-flying.

When it flaps its wings, those razor-sharp edges can cut you to the bone - and your reward for a moment of inattention will be a bite with extremely dangerous fangs.

Name	HP	Level	Loot
Kalitari	3.750-5.000	15-20	Magic Equipment

Fight with
Lance, Halberd, Air Magic

Giant Wasp

Like so many monstrous entities in Antaloor, these gigantic insects are the spawn of Necromancy - their oversized stings, viciously poisonous, cause a lot of damage. The Giant Wasp is also an agile flyer and will suddenly swerve to avoid your attacks.

Swarms of this insect are prevalent in the Taint-afflicted Badlands surrounding Oswaroh and in the volcanic regions.

Name	HP	Level	Loot
Giant Wasp	860	10	None

Fight with
Bow & Arrow, Air Magic

Morgo

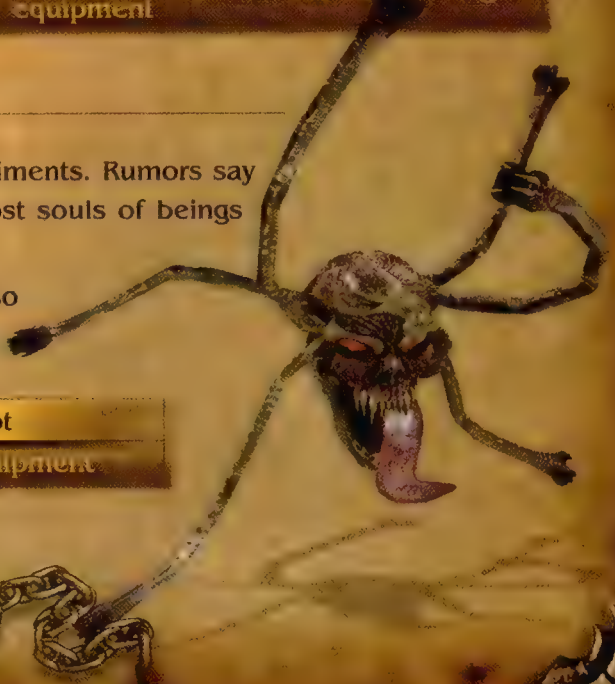
The Morgo belongs to a particularly nasty species of insect which mutated to a huge beetle through the influence of the Taint. Its chitin armor protects it from almost all kinds of weapons. An undemanding creature, it can be found in the Eastern Badlands and the lava landscape north of Gor Gammar. However, where a Morgo's concerned, you never know when a magic projectile is suddenly going to shoot out of its dark maw and fly at lightning-fast speed towards you... and they like to attack when you're still a good distance away from them.

HP	Level	Loot	Fight with
5.000	20	Magic equipment	Sword, Axe, Water Magic

Sinn

The Sinns are yet another product of Necromancers' experiments. Rumors say that these skulls floating just above the ground are the lost souls of beings killed by the Taint.

Sinns won't only cause you psychic damage - they can also whip you painfully hard with their tentacles, causing a lot of damage.



Name	HP	Level	Loot
Sinn	2.000	20	Magic equipment

Fight with
Lance, Halberd, Air Magic

Antaloor isn't just populated by bloodthirsty monsters and aggressive beasts - other animals also call this vast land home. Depending on the region you're in, you'll encounter a wide range of fauna, from rabbits to beavers. They do their own thing – the player's activities don't interest them – but you CAN kill them! Sometimes it will boost your various values if you kill one or other of these animals for valuable alchemy ingredients.

Please read the chapter on Alchemy - it contains detailed information about the use of animals in the alchemist's cooking pot. The following table only gives you an abbreviated version of the rules you'll need to adhere to when using animal parts.

RABBIT

Antaloor rabbits behave just as you would expect them to. They've populated almost every region of the country - and you'll even see one hopping along now and then in the area around Oswaroh - where grass grows, the bunny goes! The rabbit's internal organs have a slightly stimulating effect - but hunting them isn't as simple a matter as you might think... if you use a sword or an axe, for instance, the hunt will turn out to be tricky - you've seen rabbits jink and swerve when they're being pursued. A bow and a well-aimed arrow is the answer... or long-range magic.

Name	Loot	Effect	Fight with
Rabbit	Rabbit Bladder	HP +95	Long-range weapons

BEAVER

The beaver is almost extinct in Antaloor – there are only a few specimens left in Thalmont, living near lakes and streams. Its brown pelt is an excellent camouflage - but once spotted, the animal is easily killed – it's plump and slow and has no protection against weapons. The reason why the beaver has been hunted almost to extinction is probably the strong invigorating effect of beaver fat.

Name	Loot	Effect	Fight with
Beaver	Beaver Fat	HP +400, Vitality +1	Any weapon

GOOSE

The Antaloor Goose is domesticated - wild geese have long since been hunted to extinction by wolves and bears. So nowadays you'll only see white geese in or around villages. Their innards are a much-vaunted delicacy and their healing effect should not be discounted either. However, the problem is the hunt. The birds' owners are usually nearby - and they might object rather strongly if you suddenly start slaughtering their livelihood!

Name	Loot	Effect	Fight with
Goose	Goose Liver	HP +300	Long-range weapons

DODO

The Dodo has populated the area from Thalmont down to the Gon - its cute appearance and funny way of walking raise smiles wherever this bird goes.

The bird knows that there's good eating to be had near towns and villages, so you'll often find it in these locations - but it pecks around on the fringes of woods, too. Dodo feathers aren't really appetizing- but they do heighten your concentration.

Name	Loot	Effect	Fight with
Dodo	Dodo feather	HP: 30, Willpower: +3	Magic

SNAKE

Like the rabbit, the many kinds of snakes in Antaloor prefer grassy areas. These reptiles aren't really dangerous and since they're not easily spotted, they lead a relatively undisturbed life. Antaloor has three different snake species: vipers, grass snakes and rattlesnakes.

The first two are only mildly poisonous - but treat the rattlesnake with respect! If you're looking for snake ingredients, pay attention to the opponent icon in center screen - even the snakes have their own icons – but actually finding them can be very difficult.

Name	Loot	Effect	Fight with
Viper	Poison Gland	HP: 30	Sword or Axe
Grass Snake	Tongue	HP: 25, Dexterity: +3	Sword or Axe
Rattlesnake	Rattle	HP: 80, Mana: +1000, Willpower: +4	Sword or Axe

UNICORN

Many myths have woven a cloak of mystery around the unicorn down through the ages - there are those who believe they have seen one, or even captured one... but their statements have never been substantiated. On very rare occasions, you might be lucky enough to find the horns of this fabled creature in a forgotten chest somewhere... but not even the ancients have actually seen the living animal.

If you ever catch a glimpse of one, or even succeed in actually killing one - fill out a lottery slip right away because your luck's on a high! The power of unicorn horn powder is the stuff of legends.

Name	Loot	Effect	Fight with
Unicorn	Horn	HP: +1000, Vitality: +4, Dexterity: +2, Strength +2, Willpower: +2, Protection against Spirit Damage: +50	First you have to find it...

Two
WORLDS

The sheer diversity of flora in Antaloor offers the alchemist a truly wide sphere of activity. However, warriors (who may not necessarily want to get into the ancient art of alchemy) - can also benefit greatly from the strengthening and healing powers of plants. Whatever you do - be careful!

Not every beautiful plant is harmless! There are a large number of very toxic plants - and if used incorrectly, these can kill! The toxic effect is indicated in the amount of the HP reduction - or in a permanent reduction of vitality. Several ingredients take effect immediately - these have mostly HP/MP reducing/regenerating effects.

Please see the table for plants that have healing powers. Some plants can even heal the effects of poison - (coloration of the Vitality bar) and/or provide immunity against poison.

YELLOWROOT

Yellowroot is very easy to see, even from a distance, thanks to its height and its bright yellow petals. This plant grows in Antaloor's marshy meadows.
Powdered yellowroot can work wonders, temporarily regenerating your vitality, but it is moderately poisonous.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-100	–	+14 (2 Min.)	–	–	–	–

HEMLOCK

Hemlock is a typical meadow plant – it's found everywhere in Antaloor, on open grassy areas. Its lack of height makes it difficult to spot. Nevertheless, finding it can be rewarding - because it increases your willpower - and consequently your Mana points. The Hemlock is very poisonous, so caution is the watchword.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-300	–	–	–	–	–	+100 Weapons damage

SCREAMA BADILLA

The Screama Badilla is a tall meadow flower - its bright green leaves catch the eye. The petals itself are very small and white - but their size doesn't correspond to the effect they have when taken... they will regenerate your Mana - but be careful, this plant is very toxic.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-250	+300 (2 Min.)	–	–	–	–	–

BLOATROOT

The small Bloatroot's lilac-colored flowers can be seen from a distance. This ground level plant can be found in marshlands and meadows. If you ingest it immediately, it can heal wounds.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
+250	—	—	—	—	—	—

HOT ROT

The Hot Rot mainly grows in meadowland near stagnant and flowing waters. This single-stemmed plant's large leaves catch the eye - they reach up to the very tip of the plant. The Hot Rot is suitable for temporarily boosting willpower – but it will reduce your health points.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-150	—	—	+10 (2 Min.)	—	—	—

SPURGE

Don't confuse this plant with the Yellowroot - the Spurge's flowers aren't quite such a bright yellow. This plant grows mainly in grassy areas all over Antaloor. It's well-known for its willpower-strengthening effects. However, you'll also get an average-sized dose of poison from it as well!

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-100	+150 (2 Min.)	—	—	—	—	—

OSTRICH PLUMES

This fern is mainly to be found on the fringes of swamp areas and in woods. It loves shady spots and its bright yellow coloring makes it easy to spot. When powdered, the leaves are ideal for temporarily increasing your vitality.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-100	—	+20 (2 Min.)	—	—	—	—

BLUE EYE

The Blue Eye is arguably one of the most beautiful flowers in all of Antaloor. The bright blue, star-shaped petals and its bushy lower parts can be seen from afar. This unassuming flower grows in every location that has a regular rainfall.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
+200 (2 Min.)	–	–	–	–	–	–

ADDER BROTHER

This plant grows in the open grasslands of the steppes. Shape-wise, the whole Adder Brother seems to come up to a point - and it's tall - so it's not easily overlooked.

Its small, slightly reddish petals make this plant unmistakable. It's also famous for its poison-inhibiting effects. There are no negative side effects.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
–	–	–	–	–	–	Poison Immunity (2 Min.)

FALSE SHOES

This plant mainly grows to the north of the Gon in the open meadowland there. Its small flowers have red and white petals that are nevertheless hard to spot in tall grass. The False Shoes is very rare – but an all-rounder as far as healing properties are concerned.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
–	–	–	+2 (2 Min.)	+2 (2 Min.)	+2 (2 Min.)	–

FLAGELLE

This yellow-bloomed plant prefers cultivated country, so you'll very often find it near fields or villages. Its favorite spots are the open spaces, where it can open its large flowers. This plant causes a strong improvement in your dexterity.

HP	Mana	Vitality	Willpower	Dexternity	Strength	Other Effects
-500	–	–	–	+15 (2 Min.)	–	–

LAVENDER

This strong-smelling plant likes the fringes of meadows and fields, but you'll also come across it in wetter areas. You can't miss it on account of its bright lilac petals. The Lavender is one of the **permanent-effect** plants.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
	+10	–	–	–	–	–

TONGUES

The bright yellow flowers of the Tongues are mainly to be found near rivers, but you'll also find this small flower in marshy areas. As it's often covered by larger plants, it's easy to miss.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
–	–	–	–	+2 (2 Min.)	+2 (2 Min.)	–

PATURIN

This plant is very popular with herb collectors due to its very invigorating effects. It's hard to oversee because of its height and the fact that it is a bush, but with white flowers. It grows everywhere, but is more concentrated in the higher steppes and near dry regions.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-30	–	–	–	–	+5 (2 Min.)	–

SWORDLEAF

This is one of the most highly visible plants in the country, thanks to its long stem and large, lilac-colored flowers. It also likes visible locations, such as slopes and the higher ground where plant life is scarce.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
–	–	–	–	–	+5 (2 Min.)	–

TRAVELER'S JOY

This plant mainly grows on stony slopes and in thick, bush undergrowth. You can identify it by its gentle white flowers. When ingested, Traveler's Joy strengthens your individual defense powers.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
–	–	+4 (2 Min.)	–	–	–	–

CENTAURIUM

This flower got the strange name thanks to its numerous pale pink flowers. Centaurium's main habitats are clearings in woods and open meadowlands, where it grows in small groups. This is a **permanent**-effect plant - with a (slight) positive effect on dexterity.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
–	–	–	–	+1	–	–

SAFFRON

Saffron is a very popular plant - its petals, initially white, become a beautiful deep yellow-gold. This plant grows in high meadowlands and improves your strength - **permanently!**

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
–	–	–	–	–	+1	–

NORTHERN FROSTROOT

Characterized by its large, bell-like flowers at the end of tall fleshy stems, this plant got its name not from the region where it grows, but from its ice-colored petals. Its habitat is generally where woods are to be found. Northern Frostroot has a **permanent** positive effect on your magic.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
–	–	–	+1	–	–	–

FOREST BURNHAND

This is a typical woodlands plant that loves damp, shady spots. It doesn't bloom, so it's hard to find. Since it's poisonous, you should beware of eating it. However, the Forest Burnhand's intoxicating effect on your willpower is hard to beat.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-100	—	—	+10 (2 Min.)	—	—	—

FOXGLOVE

The Foxglove loves the shadows - and so it's easy to spot from a distance, with its bright yellow, grapelike flowers. The fringe of woods is its favorite habitat.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-100	—	—	+5 (2 Min.)	—	—	—

DIPTAME

The Diptame usually has three flower stalks - and its very height makes it easy to spot from a distance. The plant likes dry, bright woods and grassy countryside, where it's to be found near small bushes. The healing effect of the petals has no side effects.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
+200 Reg	—	—	—	—	—	—

EAGLECLAW

The bell-like Eagleclaw has several flowers, all dark lilac. The bright green stem is highly visible. Eagleclaw loves shady spots deep in woods and thick undergrowth.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
—	—	—	—	—	+10 (1 Min.)	—

FRIEND TO FOE

This plant has thick, dagger-shaped leaves and gleaming white, umbel-like flowers. The main habitat of this plant is the northern region of Antaloor. You'll find it mainly in the woods and the high plains there. In spite of its toxic effect, the flower can be used to temporarily activate your last reserves of strength.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-200	–	–	–	–	+5 (5 Min.)	–

ANEMONE

Anemone is actually a mountain flower, but it also grows in the areas to the south of the Gon. Its gentle white flowers with their yellow hearts often cover the entire ground in the southern woods. Eat these flowers to improve your dexterity - but remember that the Anemone is slightly toxic.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-50	–	–	–	+5 (2 Min.)	–	–

MIGHT OF NINE

The Might of Nine lives up to its name - you'll find it on Thalmont's higher ground, mainly on the western mountain slopes. It grows at ground level and has slim, bright silver leaves. Its leaves are very spiky - and this explains why the plant is called Silver Thistle by the locals. Properly prepared, it has a temporary healing effect - with no side effects.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
+150 Reg	–	–	–	–	–	–

MOUNTAIN BREED

This plant is one of the prettiest but rarest flowers in Antaloor. It's unmistakable yellow and red petals peering out of cracks in cliffs in Northern Thalmont (and occasionally in cliff regions more to the south) are a sight for sore eyes!

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
–	–	+8 (4 Min.)	–	–	–	–

ACONITE

Aconite and Swordleaf are sometimes mistaken for one another - but the Aconite's flowers have somewhat larger lilac-colored petals which are reminiscent of the orchid's. This plant's habitat is any ground near stagnant or flowing waters. The Aconite has a big plus and a big minus - a highly invigorating effect on your strength - and a high toxic content.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-300	—	—	—	—	+20 (3 Min.)	—

ANGELICA ROOT

The Angelica's flowers are well camouflaged color-wise - but its bright yellow leaves give it away! It mainly grows in the mountains alongside small streams - but you'll also find it in undergrowth.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-100	—	—	+5 (2 Min.)	+5 (2 Min.)	—	—

ARBORUSIA

Arborusia is an unassuming plant - it used to be confined to the glacier area in North Eastern Antaloor, but has since spread to Thalmont's pine woods. It has thick, fleshy leaves and small white flowers. This plant is very hard to find, but at the same time is very popular with healers, due to its poison-healing properties.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
—	—	+4 (2 Min.)	—	—	+3 (2 Min.)	Heals the effects of poison

The names of all permanent-effect flora are in green. Negative effects are in white, permanent negative effects in yellow.

BOLETUS

This is a typical mushroom, with its light brown stalk and dark brown cap. Its habitat is general, but it's concentrated in the open areas to the north and south of the Gon. Collectors love this little baby - a healing effect AND it tastes good too!

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
+100 Reg						

HEAVY TOADSTOOL

The Heavy Toadstool has a short stem and a very broad cap. Its gentle rose coloration deepens to a darker red in the center of the cap. Its habitat is on the fringe of woods and near undergrowth. A strong, invigorating burst of energy is the reward for getting yourself mildly poisoned with this one!

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-30		+2 (5 Min.)				

RED TOADSTOOL

A relative of the common mushroom, this is a hardy toadstool, a real survivor - you'll find it almost everywhere in Antaloor. Easy to find thanks to its signal red coloring with white speckling, the Brown Toadstool will give you a burst of energy - together with a poisonous effect.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-75					+2 (5 Min.)	

BROWN TOADSTOOL

This large-capped member of the Brown Toadstool family is not quite as brightly colored as its relatives. A hardy species, it has spread all over Antaloor's woods, steppes and meadowlands.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-80				+2 (5 Min.)		

DOTTED TOADSTOOL

The Dotted Toadstool is also a member of the Brown Toadstool family. Its green, dotted cap makes it difficult to spot. Nevertheless, the Dotted is very popular with healers due to its **anti-poison effect.**

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
–	–	–	–	–	–	Poison Immunity (5 Min.)

LEMON TOADSTOOL

A very small mushroom, this one is often to be found in large numbers on open meadows near large trees. The cap is dark brown in the center, becoming brighter towards the edge. A vitalizing intoxication-like condition is the reward for ingesting these - but they also have a poisonous effect. By the way, if you sell this toadstool to a merchant, you'll get a lot of gold for it.

HP	Mana	Vitality	Willpower	Dexterity	Strength	Other Effects
-110	–	+4 (5 Min.)	–	–	+1 (5 Min.)	–

Here are some tips for alchemy:

+ Temporary-effect plants and mushrooms should be mixed with other temporary-effect organic ingredients in your alchemy pot.
+ Toxic ingredients should not be mixed with healing ones.
+ You can mix poison effect-reducing ingredients with other healing ingredients and create potions from them - and ideally such potions should have permanent-effect properties.

You'll find more pointers on mixing ideal potions in the chapter on Alchemy in this Strategy Guide.

Minerals of Antaloor

There are many different minerals throughout Antaloor, both above and below ground, from crystals to gemstones - and you can sell all of these in the shops.

The effects in the table tell you what effect a specific mineral will have on a weapon when you combine the two. These values are added to the values of the weapon. Minerals are also used in Alchemy.

Please read how to integrate minerals with traps, bombs, and power-ups.
The following table only gives you an abbreviated version of what the ingredients are mostly used for.

The combinations are almost endless - so get collecting and start experimenting! In addition to the natural locations where minerals are found (described in the table), you should always be prepared to rummage through cupboards and chests – you can often find a good specimen and stock up your inventory without expending too much effort.

SULFUR

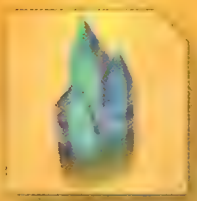
The thicker the Sulfur crystal, the more intensive the color will be. The range of colors goes from a strong yellow (thick crystals) to a milky yellow (small crystals) and pale yellow (grains and powder). Contamination can also give Sulfur a reddish or greenish effect. You'll find these crystals in places like the Drak'ar Desert or in the Burnt-Out Wood. In alchemy, Sulfur is ideal for creating fire damage.

Effect:	Protection from fire damage + 10 (permanent-effect)

SALT

Salt crystals are everywhere throughout the land. You'll find them mostly on the surface of the ground and on rocks and cliffs. These whitish crystals are not worth much, neither magic-wise nor value-wise.

Effect:	Protection from physical damage + 10 (permanent-effect)



QUARTZ

Quartz is one of the commonest minerals in Antaloor. You can find it anywhere on and around rocks and cliffs. Many merchants sell this bright blue crystal because of its magic properties. Quartz can also be used for creating spells involving spirit damage.

Effect:	Protection from lightning damage + 10 (permament-effect)

Minerals of Antaloor

GARNET

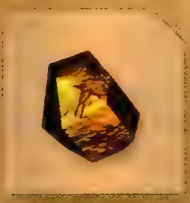
Garnets are probably the most spectacular gemstones in Antaloor. Their glowing red colors make them much-loved collectors' items - and they command a good price on the markets. However, they're not too easy to find. You'll mostly come across them in old Dwarven mines and in natural caves.

Effect:	Protection from lightning damage + 10 (permanent-effect)

CALCITE

Compared to other minerals, Calcite is susceptible to weathering - it's much softer than quartz, for instance. That's why you'll very often find it in protected spots at cliffs or slopes. Thanks to its whitish color, it's easy to spot, especially in grass. In spite of its rather unspectacular appearance, this stone has hidden virtues...

Effect:	Protection from fire damage + 50 (temporary-effect - 2 minutes)



AMBER

Amber is a fossil resin mainly secreted by coniferous trees. So the mountain forests of Thalmont are the place to look for it – Amber lies on the ground and is also present in caves. Its golden yellow color is a one-off – so when you see that color, you've found Amber!

Effect:	Protection from fire damage + 10 (permanent-effect)

DIAMOND

The Diamond is the Queen of Minerals. Adventurers are currently searching all over Antaloor for these valuable stones. You'll find Diamonds mainly in the lava region surrounding Gor Gammar - and in numerous natural caves south of the Gon. Besides its high value, the Diamond has excellent alchemistic properties.

Effect:	Protection from physical damage +10	Protection from cold damage +10
	Protection from fire damage +10	Protection from lightning damage +10

RUBY

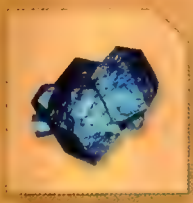
The rich red facets of the Ruby are usually found in the old Dwarven mines - but you'll also come across a few in the natural caves throughout Antaloor.

Effect:	Protection from fire damage + 15 (permanent-effect)

OPAL

The Opal's fluorescent green coloring is what fascinates - it reminds you of green water that might be locked in this beautiful crystal. These semi-precious gemstones are mostly found in the hot regions of the land.

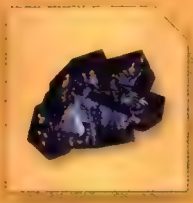
Effect:	Protection from physical damage +10 (permanent-effect)



AZURITE

Azurite catches the eye thanks to its sparkling blue coloring. You can find this mineral on the walls of caves in both the artificial and the natural underworlds of Antaloor. Its unbelievable color makes it easy to spot.

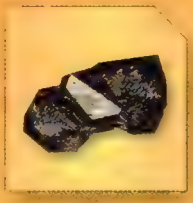
Effect:	Protection from cold damage +10 (permanent-effect)



HAEMATITE

Known as 'Rust' by the inhabitants of this land, you'll find this in the Dwarven mines in Northern Thalmont. The mineral is attached to many of the tools left behind by the Dwarves when they left - and can be simply collected there.

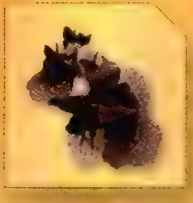
Effect:	Protection from fire damage + 50 (temporary-effect - 2 minutes)



MAGNESITE

Magnesite seems to send out glittering light signals thanks to its white color, which ranges from almost transparent to milky. It's mostly found in the hot regions of the land. You'll see them lying right beside large cliff fragments, rocks, and old ruins.

Effect:	Protection from lightning damage + 10 (permanent-effect)



DESERT ROSE

The Desert Rose is actually made of gypsum (plaster), which, due to its special structure, appears rosulate. If you want to find this one, you'll find it hot in the desert!

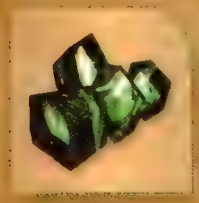
Effect:	Protection from cold damage + 50 (temporary-effect - 2 minutes)

Minerals of Antaloor

MICA

Mica is one of the commonest minerals in Antaloor. You'll find it all over the land.

Effect:	Protection from lightning damage + 50 (temporary-effect - 2 minutes)



PYRITE

This is a stone which can be found in many colors - and all the colors are further varied too, ranging from translucent to partially transparent. In Antaloor the main color of Pyrite is a soft green. You'll find it in damp cave entrances.

Effect:	Protection from physical damage + 50 (temporary-effect - 2 minutes)

TOPAZ

At first glance, Topaz seems to be rather colorless - but when you look more closely, a nice blue shimmers through - and it has a charm all of its own. It's a crystal which can be easily seen in the dark passageways of the catacombs.

Effect:	Protection from fire damage + 10 (permanent-effect)

SILVER

Silver is very rare in Antaloor and is much sought-after because of its permanent protection effect.

Effect:	Protection from cold damage +10 (permanent-effect), Protection from fire damage +10 (permanent-effect), Protection from lighning damage +10 (permanent-effect).

In contrast to the other skills which your character can learn during the game, alchemy is available right from the start – but if you invest skill points in Alchemy, what you create will be more effective – so an alchemy formula will achieve more effective results if you've invested skill points in Alchemy.

Alchemy products are created using items you find in Antaloor, parts of dead animals and monsters you've taken, inventory items of enemies you've killed, and items you can buy in shops.

The rule of thumb here is that you can't cook one ingredient by itself - and ingredients that have already been cooked can't be cooked again.

You can use the following as ingredients: potions, mushrooms, plants, animal and monster parts, and minerals.

You can 'eat' many of these ingredients right away. Only minerals, some parts of animals and monsters and a few plants are inedible – things like the tusks of a boar, for instance. Edible ingredients affect your hero's body in various ways - and these effects result in changes in his different statistical values.

Alchemy's all about combining the effects of individual ingredients to create beneficial potions and especially powerful alchemy products - and here are some simple rules for you to follow:

WHAT ALCHEMY PRODUCTS CAN I CREATE WITH THE INGREDIENTS?

Alchemy products in "Two Worlds" aren't limited to potions - you can also make crystals to use as magic power-ups for your weapons - and you can create traps and bombs too. Here are some of the most important items that you can brew in your alchemy pot:

POTIONS

- which restore mana or life energy
- which heal poisoning effects and provide temporary immunity against poison
- which permanently improve character parameters
- which temporarily improve character parameters

CRYSTALS AND MAGIC POWER-UPS FOR YOUR WEAPONS

- which add a magical damage component to your weapon

TRAPS

- which grip and hold your opponent (and create varying degrees of damage)
- which don't grip and hold an opponent, but still create varying degrees of damage

Bombs

- which create varying degrees of damage

If you remember just two important rules, you won't have to bother about which ingredients achieve the various results:

- Don't mix temporary-effect and permanent-effect ingredients. Even if you only use one single temporary-effect ingredient, the result will also be temporary - so you'll have thrown away the potential of your other ingredients which would have had a permanent effect – what a waste, eh?

- The second basic rule is - don't mix healing/restoring ingredients (HP, MP) with ingredients that have a reducing effect - you'll cancel out the good effect!

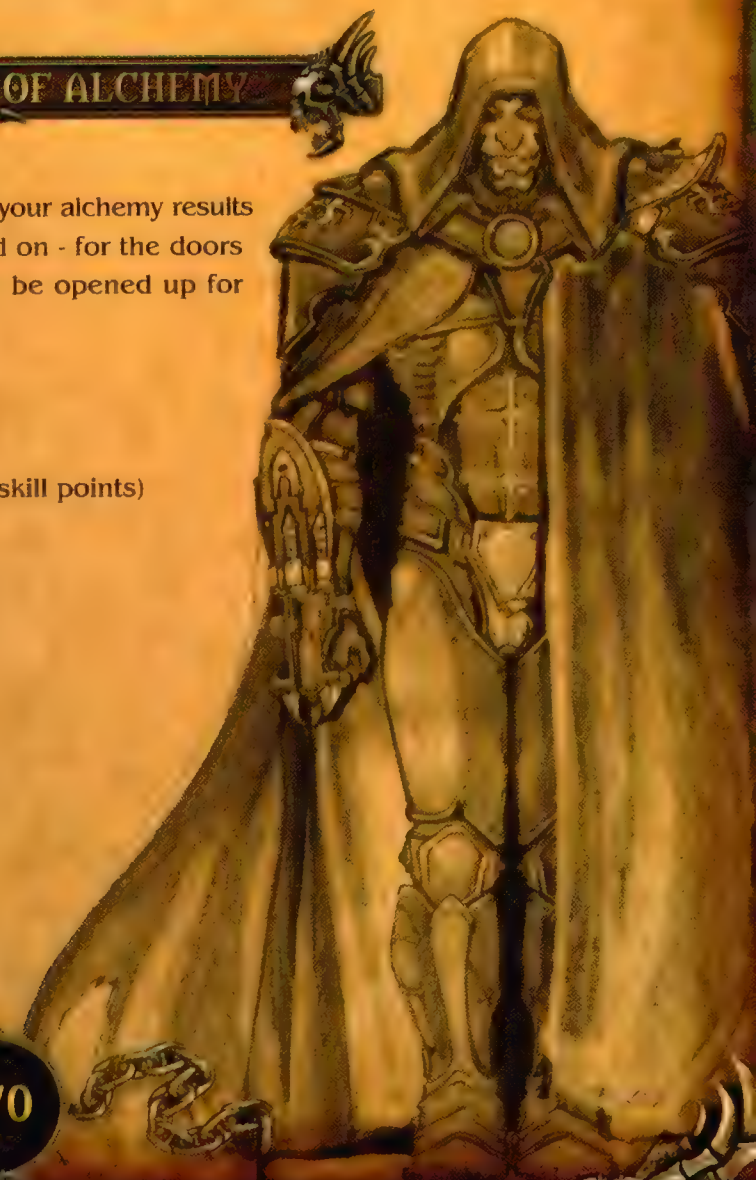
Just remember these two simple rules - and try experimenting with them a little - go on - you can't break anything and you'll soon be an expert!

The Secrets of Alchemy

If you want to know exactly which factors influence your alchemy results and what properties your products can have, read on - for the doors to the secrets of alchemy in Antaloor are about to be opened up for you!

Factors which affect the result are:

- Skill Level in Alchemy (can be increased by skill points)
- Number of ingredients
- Quality of the individual ingredients
- Properties and compound of all ingredients



Potions

Basic ingredients: First let's ask ourselves what ingredients you have to throw into the alchemy pot to get a potion out of it.

OK, to create a potion, you have to use a potion or plants or parts of dead animals that are available. In other words, a potion is primarily made from organic ingredients. You could put supplements into the pot, like minerals, but the number of these mustn't exceed the number of organic ingredients, otherwise it won't be a potion that comes out - you'll have a trap or a bomb on your hands!

The following basic principle applies in alchemy: When you use an existing potion as an ingredient, a potion will be the result - not any other product, regardless of the other ingredients you use.

Effects caused by the properties of the basic ingredients: All your ingredients have their own individual properties that influence the effect of the alchemy product. If the potion is mainly supposed to regenerate Health Points (HP), you should use ingredients that have that effect. The same applies to a potion for regenerating Mana and potions that increase the values of Vitality, Dexterity, Strength, and Willpower.

Supplementary ingredients: Adding minerals to your mix will provide damage protection.

Effect duration: The effect duration is affected by the individual values of the ingredients – and the effect duration of each individual ingredient affects the overall result. ***So it's logical that an alchemy product can't possibly have a permanent effect if you have even one temporary-effect ingredient in your mix.***

The properties of the potion that you created using alchemy can be described by the following values:

Basic statistical values HP, damage, attack, defense (max.) Mana
Parameter values Strength, Dexterity, Vitality, Willpower
Protection from physical damage, cold damage, fire damage, lightning damage, spirit damage
HP Regeneration or Reduction
MP Regeneration or Reduction
Effect duration

Alchemy - Potions

How are the statistical values of my alchemy products calculated? OK, let's take an insider's look at more of Antaloor's best-kept alchemy secrets!

POTIONS THAT REGENERATE HP AND MANA:

You have two basic formulas here:

MP Regeneration = (sum of MP regeneration of all ingredients) *(Number of ingredients +20) / 20

In this case, the multiplicator is rounded up or down.

HP Regeneration = (sum of HP regeneration of all ingredients) *(Number of ingredients +20) / 20

In this case, the multiplicator is rounded up or down.

Let's use a potion that regenerates HP as an example:

Example 1: If you use three ingredients which have the HP regeneration values of 5, 5, and 7, the formula will look like this:

HP Regeneration = (5 + 5 + 7)*(3+20)/20
(3+20)/20 = 1,15 (will be rounded down to 1)
(5 + 5 + 7)*1 = 17

Here values of up to 1.99 are all rounded down to 1. This means you'll have to use more than 20 ingredients if you want to have a higher multiplicator than 1.

Example 2: For this one we'll use 20 ingredients with the individual effect of 5.

HP Regeneration = (20 times 5)*(20+20)/20
(20+20)/20 = 2,00
100*2 = 200

In example 1, the sum of the individual effects corresponds to the effect of the created potion.
In example 2, the sum of the individual effects is doubled by the potion.

A potion like the one in example 1 can nevertheless make sense - because you don't have to take in all the ingredients to achieve the sum of the individual effects.

The following basic principles apply in Alchemy:

- As soon as an ingredient provides immunity against poison, the HP regeneration effect of the potion is reduced to 0.

- As soon as an ingredient heals poison damage, the HP regeneration effect of the potion is halved.

Try to bear in mind that it's actually a waste of HP-regenerating ingredients if you use an ingredient that heals poison damage or one which provides immunity against poison. Ingredients for immunizing potions are comparatively rare – so you should only use them for immunizing potions.

EFFECT DURATION:

The effect duration of a temporary-effect potion is based on the values of the individual ingredients.

As soon as one single ingredient achieves a temporary effect, the effect duration of this temporary-effect ingredient will be used as the basic value of the whole product.

If you've used several temporary-effect ingredients, the value of the ingredient with the longest duration will be used as the basic value of the whole product.

The permanent-effect ingredients will affect this basic value to a certain extent, but a permanent effect cannot be achieved - or, to put this more specifically, each permanent-effect ingredient will increase the basic value by 20%, but a law of alchemy ensures that the basic value can never be doubled.

If the basic value is 2 minutes, for instance, there are many permanent-effect ingredients that will increase this value - but you can't achieve an effect duration of 4 minutes – and each further temporary-effect ingredient will reduce the basic value by 10% - here once again, a law of alchemy prevents the value from falling below a minimum of 10% of the basic values.

Yet another basic law of alchemy states that the effect duration of an HP and MP regenerating potion shall not be less than 5 seconds and shall not exceed 8 minutes.

INCREASING BASIC STATISTICAL VALUES, PARAMETER VALUES AND PROTECTION

The value of the alchemy product is determined in three steps for permanent-effect potions and for temporary-effect potions:

I. Determination of the F factor
II. Calculation of the new value using the number F
III. Inclusion of the achieved Alchemy skill level in the calculation

Here the approach ranges over the following values:

Basic statistical values HP, damage, attack, defense, Mana
Parameter values Strength, Dexterity, Life energy, Willpower
Protection from physical damage, cold damage, fire damage, lightning damage, spirit damage
Effect duration (only for temporary-effect potions)

INCREASING BASIC STATISTICAL VALUES, PARAMETER VALUES AND PROTECTION FOR TEMPORARY-EFFECT POTIONS:

The actual increase in individual statistical value points that a potion will generate depends on the behavior of the permanent-effect and/or temporary-effect ingredients. An F factor is first determined - this provides the ratio for the number of slots used for permanent-effect and temporary-effect ingredients. Slots used for HP or MP regenerating ingredients are ignored.

Example: If 2 slots are used for temporary-effect ingredients, 1 slot for permanent-effect ingredients and 1 slot for regeneration ingredients, 4 slots are in use - but only 3 slots will be taken into account in the formula.

A new value is then calculated using the F factor.
This new value is then combined with the skill level of the player.

F = minimum value between (number of all ingredients + (number of slots with temporary-effect ingredients + number of slots with permanent-effect ingredients) / 2+6)

Another law of alchemy applies here - it states that F may not exceed 14. If the result of the formula is less than the limit value of 14, the calculated value applies – but if the result of the formula is 14 or higher, the value F=14 applies. The calculated factor is a magic number which is used in the calculation of the end values in the following formulas.

Parameter points of the alchemy product =
(Parameter value of temporary-effect ingredients + Parameter value of permanent-effect ingredients)*F /10

Statistical points of the alchemy product =
(Parameter value of temporary-effect ingredients + Parameter value of permanent-effect ingredients)*F /10

Protection values of the alchemy product =
(Protection value of the temporary-effect ingredients + Protection value of the permanent-effect ingredients)*F /10

The provisional new value is determined by means of these formulas. The law of alchemy which states that F may not be less than 1 applies in this case. Any smaller value will be rounded up to 1.

Now the skill level which you've attained in Alchemy bears fruit:

New value = determined value *(Alchemy level + 10) / 20

So it's worth the effort to invest in the "Skill" of Alchemy!
The skill level in Alchemy also affects the effect duration of temporary-effect potions.

INCREASING STATISTICAL VALUES, PARAMETER VALUES AND PROTECTION FOR PERMANENT-EFFECT POTIONS:

As in the case of the temporary-effect potions, the magic number F (factor) is once again determined.

F = minimum value between (number of all ingredients + number of slots with permanent-effect ingredients) + 8.

The law of alchemy stating that F may not exceed 18 applies here. If the result of the formula is less than the limit value of 18, the calculated value applies - if the result of the formula is 18 or higher, the value F=18 will apply. The calculated factor is a magic number which is used in the calculation of the end values in the following formulas:

Parameter points of the alchemy product =
Statistical value of the permanent-effect ingredients * F /10
Statistical points of the alchemy product =
Parameter value of permanent-effect ingredients * F /10
Protection values of the alchemy product =
Protection value of the permanent-effect ingredients / 2 * F /10

The law of alchemy, which states that F may not be less than 1, applies again in this case. Any smaller value will be rounded up to 1.

Now the Skill level which you've attained in Alchemy can once again help you!

New value = Determined value *(Alchemy level + 10) / 20

Power-Ups for Weapons

As in the case of potions, if you use a potion as an ingredient, a new potion will be created in your alchemy pot. If you want to create a crystal to boost the power of a weapon, don't throw a potion into your pot!

BASIC INGREDIENTS: The main ingredient for a power-up is **minerals**. Organic ingredients can be used - but the number of minerals used must exceed that of the organics.

The most important ingredient for a power-up is permanent-effect minerals. It's possible to vary the alchemy product so that other statistical values are also affected, but permanent-effect minerals are the nuts and bolts in the creation of a power-up using alchemy.

The basic rule is that the number of permanent-effect minerals must be as great as, or greater than, the number of temporary-effect minerals - otherwise you'll have a trap or a bomb instead of a power-up.

Power-ups for weapons influence the damage value of a weapon in percentage increases. The determination of this percentage increase takes place in 4 steps:

I. Determination of the maximum protection value of an ingredient
II. Addition of further values
III. Inclusion of the achieved Alchemy skill level in the calculation
IV. Classification in three classes (10%, 20% or 50% increased damage value)

The highest permanent-effect protection value of the ingredients used is first determined. This step determines the type of weapon upgrade you'll receive or which damage value will be increased.

Then the following values are added to this highest protection value:

- all temporary-effect protection values /4
- all permanent-effect protection values (with the exception of the initial value) /2
- all temporary-effect statistical values /10 (may not exceed 20)
- all permanent-effect statistical values /10 (may not exceed 20)
- all temporary-effect parameter values /2 (may not exceed 20)
- all permanent-effect parameter values /2 (may not exceed 20)
- HP regeneration /15 (may not exceed 12)
- MP regeneration /15 (may not exceed 12)

It's now that the skill level which you've attained in Alchemy will again prove its worth:

New value = Determined Protection value *(Alchemy level + 10) / 20

The result is reflected in a damage classification. There are power-ups of 10%, 20% or 50% in increased protection effects.

If the calculated value (incorporating the Alchemy level) is greater than or equal to 41
=> the corresponding damage value of the weapon is increased by 50%.
If the calculated value (incorporating the Alchemy level) is greater than or equal to 18
=> the corresponding damage value of the weapon is increased by 20%.
If the calculated value (incorporating the Alchemy level) is greater than or equal to 18
=> the corresponding damage value of the weapon is increased by 10%.

Bombs and Traps

The above also applies here: if you want to make something other than a potion, don't include a potion in your mix!

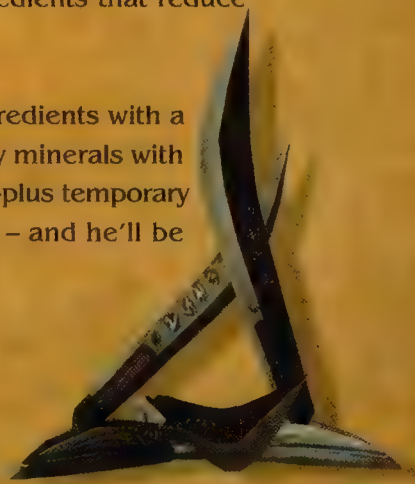
BASIC INGREDIENTS: The most important ingredients for the creation of traps and bombs are **minerals**. Organic ingredients can be used - but the number of minerals used must exceed that of the organics.

Unlike the ingredients in the creation of magic power-ups, the most important ingredient for traps and bombs is not permanent-effect minerals, but temporary-effect minerals.

The basic rule is that the number of permanent-effect minerals must be greater than or equal to the number of temporary-effect minerals - otherwise you'll end up with a power-up.

If you want to make a bomb from temporary-effect minerals, add ingredients that reduce HP and MP - and the HP value must be greater than **-100** in this case.

If you want to make a trap that grips and holds your opponent, use ingredients with a temporary effect that lasts longer than three minutes. You won't find any minerals with this duration - so you'll have to use an organic ingredient with a 3-minute-plus temporary effect duration. A trap that grips your adversary limits his movements – and he'll be easier to kill.



If you want to make a regular trap, use ingredients with a temporary effect that has a duration of less than three minutes - or lasts for exactly three minutes. Regular traps cause varying damage levels in the different damage classes.

There are three categories of traps which grip and hold an opponent. In "Two Worlds," these traps are called **Small Holding Trap**, **Holding Trap**, and **Advanced Holding Trap**. As far as categorization is concerned, the length of time a trap holds an adversary is not pivotal - the damage value the opponent receives is the main factor. The higher the damage value an opponent receives from a trap, the higher the category of that trap will be.

Now you probably want to know exactly which ingredients you have to throw into your alchemy pot to make a holding trap of a high category - right?

OK - this calculation has 3 steps:

I. The addition of the various values of the ingredients
II. Inclusion of the achieved Alchemy skill level in the calculation
III. Categorization

The damage value is determined using the formula described below and added to the damage value itself:

Permanent-effect protection*10
Temporary-effect protection*2
Permanent-effect parameter points*10
Temporary-effect parameter points*2
Permanent-effect and temporary-effect basic statistical values (if greater than 0)
Absolute value of the Mana-regeneration/10

The rule of thumb here is that the values of the permanent-effect minerals should be greater than the values of the temporary-effect minerals - **BUT - be careful!** You can't just go ahead and stock up the number of permanent-effect ingredients willy-nilly... if the scales in your alchemy pot tip in the direction of permanent-effect ingredients, it won't be a good trap you get - it'll be a power-up!

When you've determined the interim value, the skill level which you've attained in Alchemy will now enter the equation.

Damage value = Determined damage value *(Alchemy level + 10) / 20

The determined damage value of the trap is now linked to the following categories:

In the Regular Trap category (the ones that hold your opponent):

If the determined damage value

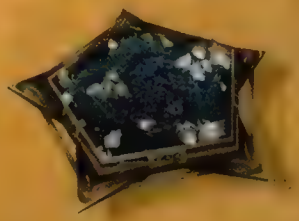
<=	50	=>	"Small Holding Trap"
	90	=>	"Holding Trap"
	150	=>	"Advanced Holding Trap"
	300	=>	"Advanced Holding Trap"
	500	=>	"Advanced Holding Trap"
	800	=>	"Advanced Holding Trap"
	1000	=>	"Advanced Holding Trap"
	higher	=>	"Advanced Holding Trap"

In the Regular Trap category (the ones that don't hold your opponent, but mete out damage):
The determined damage value is multiplied by 10/4 and linked to the following categories:

If the determined damage value

<=	100	=>	"Spike Trap"
	200	=>	"Blades Trap"
	400	=>	"Hammer Trap""
	700	=>	"Poison Trap"
	1000	=>	"Ripper Trap"
	1500	=>	"Poisoned Blades Trap"
	2000	=>	"Hot Irons Trap"
	higher	=>	"Sharp Icicles Trap"

In the Bombs category:
The determined damage value is multiplied by 25/4 and linked to the following categories:

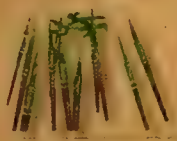


If the determined damage value

<=	300	=>	"Nail Bomb"
	450	=>	"Bomb"
	700	=>	"Fire Bomb"
	1000	=>	"Poison Bomb"
	2000	=>	"Ice Bomb"
	4000	=>	"Blades Bomb"
	8000	=>	"Heavy Bomb"
	higher	=>	"Unleashed Hell Bomb"

Here once again is the essential distinguishing feature between the creation methods for bombs and traps: If you want to make a **bomb** from temporary-effect minerals, add **ingredients that reduce HP and MP** - a bomb will be produced if the HP value is greater than **-100**.

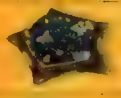
TRAPS

PICTURES	NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	DURATION	PRICE
	Spike Trap	90 - 110	—	—	—	50
	Blades Trap	—	160 - 240	—	-	100
	Hammer Trap	—	—	280 - 520	—	200
	Poisoned Blades Trap - Poison damage 640	120 - 200	—	—	—	400
	Ripper Trap	675 - 825	300 - 700	—	—	700
	Poisoned Blades Trap - Poison damage 1500	—	1050 - 1950	—	—	1.000
	Hot Iron Trap - Fire damage 1200	600 - 1000	—	—	—	1.500
	Sharp Icicles Trap - Cold damage 2800	1.000 - 1.400	—	—	—	2.000
	Small Holding Trap	20 - 30	—	22 - 28	10 Seconds	100
	Holding Trap	40 - 60	—	45 - 55	13 Seconds	130
	Advanced Holding Trap	80 - 120	—	68 - 83	17 Seconds	170

TRAPS

PICTURES	NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	DURATION	PRICE
	Advanced Holding Trap	160 - 240	—	135-165	20 Seconds	200
	Advanced Holding Trap	320 - 480	—	225 - 275	25 Seconds	250
	Advanced Holding Trap	600 - 900	—	675 - 825	30 Seconds	300
	Advanced Holding Trap	1000 - 1500	—	1125 - 1375	35 Seconds	350
	Advanced Holding Trap	2000 - 3000	—	2250 - 2750	40 Seconds	400

BOMBS

PICTURES	NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	MISC.	PRICE
	Nail Bomb	70 - 225	—	270 - 330	—	10
	Bomb	—	—	900 - 1100	—	15
	Fire Bomb	—	—	—	Fire damage 2500	20
	Poison Bomb	—	—	—	Poison damage 5000	35
	Ice Bomb	—	—	—	Cold damage 8000	50
	Blades Bomb	—	7500 - 22500	—	—	100
	Heavy Bomb	—	—	27000 - 33000	—	200
	Unleashed Hell Bomb	—	—	27000 - 33000	Cold damage 30000	300

Alchemy - Summary

HERE IS A SUMMARY OF THE RULES OF THUMB:

Rule 1	For potions, don't mix temporary-effect ingredients with permanent-effect ones - one single temporary-effect ingredient will prevent the creation of a permanent-effect potion.
Rule 2	Don't mix poison-effect ingredients with healing ingredients.
Rule 3	When you use a potion as an ingredient, a potion will be the result.
Rule 4	If you use mainly permanent-effect minerals, you'll get a power-up.
Rule 5	If you use mainly temporary-effect minerals, you'll end up with a trap or a bomb.
Rule 6	If you use mainly temporary-effect minerals, which also have an HP value greater than minus 100, you'll produce a bomb instead of a trap.
Rule 7	If you use mainly temporary-effect minerals with an effect duration of more than three minutes, you'll create holding traps (unless Rule 6 applies).
Rule 8	Traps and bombs are categorized in damage points - and the damage value determined from the ingredients plays a major role here in combination with your skill level - the higher your alchemy skill level, the higher will be the damage classification of your alchemy product.

THE MOST IMPORTANT INFORMATION IS CONTAINED IN THE FOLLOWING TABLE:

	Alchemy products				
	Potion	Bomb	Traps		Power-Up (crystal)
Basic ingredients determine which alchemy product is created	**Organic ingredients** (potion, plants, parts of an animal or monsters)	**Minerals** (number of temporary-effect ingredients greater than number of permanent-effect ingredients)	**Minerals** (number of temporary-effect ingredients greater than number of permanent-effect ingredients)		**Minerals** (number of permanent-effect ingredients is greater than or equal to the number of temporary-effect ones)
		Bomb	**Holding Trap**	**Regular Trap**	
Ingredients - More Details		To create a bomb, use ingredients that have an HP or MP-reducing effect of more than -100; otherwise you'll have a trap	Is created if effect duration of temporary-effect ingredient is greater than or equal to 3 min. (1 organic ingredient required)	Is created if effect duration of temporary-effect ingredient is less than 3 min.	
Effect of Alchemy Product	Potions can raise parameters, heal the effects of poison, provide temporary protection from poison - depending on the ingredients Mana, and HP)	Bombs can mete out damage points, depending on the damage effects of their ingredients	Holding Traps grip and hold the opponent tightly - and mete out damage points	Regular Traps mete out damage points	Power-Ups are crystals with which you can supplement your weapons with magic damage effects
Types of Damage		Dependent on the amount of damage value caused and incorporating the alchemy level:	Dependent on the amount of damage value caused and incorporating the alchemy level:	Dependent on the amount of damage value caused and incorporating the alchemy level:	Dependent on the basic ingredients and alchemy level:
1		Nail Bomb	Small Holding Trap	Spike Trap	Damage +10%
2		Bomb	Holding Trap	Blades Trap	Damage + 20%
3		Fire Bomb	Advanced Holding Trap	Hammer Trap	Damage + 50%
4		Poison Bomb	Advanced Holding Trap	Poison Trap	
5		Ice Bomb	Advanced Holding Trap	Ripper Trap	
6		Blades Bomb	Advanced Holding Trap	Poison Blades Trap	
7		Heavy Bomb	Advanced Holding Trap	Hot Irons Trap	
8		Unleashed Hell Bomb	Advanced Holding Trap	Sharp Icicles Trap	

POTIONS

PICTURES	NAME	DESCRIPTION	HP	MANA	Vitality	Dexterity	Strength	Willpower	PROTECTION	MISCELLANEOUS	DURATION	PRICE
	Small Healing Potion	Cures small wounds. Regenerates HP.	250	-	-	-	-	-	-	-	-	60
	Medium Healing Potion	Cures medium wounds. Regenerates HP.	500	-	-	-	-	-	-	-	-	120
	Large Healing Potion	Cures large wounds. Regenerates HP.	1.000	-	-	-	-	-	-	-	-	240
	Small Mana Potion	Regenerates Mana.	-	250	-	-	-	-	-	-	-	60
	Medium Mana Potion	Regenerates Mana.	-	500	-	-	-	-	-	-	-	120
	Large Mana Potion	Regenerates Mana.	-	1.000	-	-	-	-	-	-	-	240
	Gunus Depoisoner	Immediately cures poison.	-	-	-	-	-	-	-	Immunity to poison	5 minutes	200
	Fox Heart Potion	Increases dexterity.	-	-	-	+1	-	-	-	-	permanently	500
	Dwaven Ale	Increases vitality.	-	-	+2	-	-	-	-	-	permanently	1.000
	Bear's Strength Potion	Increases strength.	-	-	-	-	+1	-	-	-	permanently	500
	Throglin's Vine	Increases permanently strength and dexterity.	-	-	-	+1	+1	-	-	-	permanently	1.000
	Evil's Blood	Increases permanently strength, vitality and dexterity.	-	-	+2	+1	+1	-	-	-	permanently	2.000

Vitality, Dexterity, Strength, Willpower

The given price is a basic price. It can go up or down, depending on the individual merchant, your reputation with the different Guilds and whether you're buying or selling.

POTIONS												
PICTURES	NAME	DESCRIPTION	HP	MANA					PROTECTION	MISCELLANEOUS	DURATION	PRICE
	Fox Potion	Temporarily increases dexterity.	-	-	-	+10	-	-	-	-	5 minutes	50
	Haven's Tears	Temporarily increases vitality.	-	-	+20	-	-	-	-	-	5 minutes	50
	Boar's Potion	Temporarily increases strength.	-	-	-	-	+10	-	-	-	5 minutes	50
	Aziraal's Ale	Temporarily increases strength and dexterity.	-	-	-	+10	+10	-	-	-	5 minutes	50
	Dragon's Blood	Temporarily increases vitality, strength and dexterity.	-	-	+20	+10	+10	-	-	-	5 minutes	50
PLANTS AND MUSHROOMS												
	Yellowroot	This plant grows in Antaloor's marshy meadows.	Poison -100	-	+14	-	-	-	-	-	2 minutes	10
	Hemlock	It is a typical meadow plant, found on grassy areas.	Poison -300	-	-	-	-	-	-	+100 Weapon damage	2 minutes	10
	Screama Badilla	It is a typical tall meadow flower.	Poison -250	+300	-	-	-	-	-	-	2 minutes	10
	Bloatroot	The plant can be found in marshlands and meadows.	+250	-	-	-	-	-	-	-	-	10
	Hot Rot	It grows in meadowland near stagnant and flowing waters.	Poison -150	-	-	-	-	+10	-	-	2 minutes	10
	Spurge	This plant grows mainly in grassy areas.	Poison -100	+150	-	-	-	-	-	-	2 minutes	10
	Ostrich Plumes	It's found on the fringes of swamp areas and in woods.	-	-	+20	-	-	-	-	-	2 minutes	10
	Blue Eye	It grows in every location that has a regular rainfall.	+200	-	-	-	-	-	-	-	2 minutes	10

PLANTS AND MUSHROOMS

PICTURES	NAME	DESCRIPTION	HP	MANA					PROTECTION	MISCELLANEOUS	DURATION	PRICE
	Adder Brother	This plant grows in the open grasslands of the steppes.	-	-	-	-	-	-	-	Immunity to poison	2 minutes	10
	False Shoes	Plant mainly grows to the north of the Gon.	-	-	-	+2	+2	+2	-	-	2 minutes	10
	Flagelle	Its favorite spots are the open spaces.	Poison -500	-	-	+15	-	-	-	-	2 minutes	20
	Lavender	This plant likes the fringes of meadows and fields.	-	+10	-	-	-	-	-	Cook before use	permanently	20
	Tongues	It's found near rivers, but you'll also find in marshy areas.	-	-	-	+2	+2	-	-	-	2 minutes	20
	Paturin	It grows in the higher steppes and near dry regions.	Poison -50	-	-	-	+5	-	-	-	2 minutes	20
	Swordleaf	It grows on slopes and the higher ground.	-	-	-	-	+5	-	-	-	2 minutes	20
	Traveller's Joy	This plant grows on stony slopes and in undergrowth.	-	-	+4	-	-	-	-	-	2 minutes	20
	Centaurium	Its habitats are clearings in woods and open meadowlands.	-	-	-	+1	-	-	-	Cook before use	permanently	20
	Saffron	This plant grows in high meadowlands.	-	-	-	-	+1	-	-	Cook before use	permanently	20
	Northern Frostroot	Its habitat is generally where woods are to be found.	-	-	-	-	-	+1	-	Cook before use	permanently	20
	Forest Burnhand	This is a woodlands plant that loves damp, shady spots.	Poison -100	-	-	-	-	+10	-	-	2 minutes	20

Vitality, Dexterity, Strength, Willpower

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PLANTS AND MUSHROOMS

PICTURES	NAME	DESCRIPTION	HP	MANA					PROTECTION	MISCELLANEOUS	DURATION	PRICE
	Foxglove	This plant loves the shadows.	Poison -100	-	-	-	-	+5	-	-	2 minutes	30
	Diptame	The plant likes dry, bright woods and grassy countryside.	200	-	-	-	-	-	-	-	-	30
	Eagleclaw	It loves shady spots deep in woods and thick undergrowth.	-	-	-	-	+10	-	-	-	1 minute	30
	Friend to Foe	The main habitat of this plant is the northern region.	Poison -200	-	-	-	+5	-	-	-	3 minutes	30
	Anemone	It's a mountain flower, but it also grows in the south.	Poison -50	-	-	+5	-	-	-	-	2 minutes	30
	Might of Nine	You'll find it on higher ground, on the mountain slopes.	150	-	-	-	-	-	-	-	-	30
	Mountain Breed	It's peering out of cracks in cliffs in Northern Thalmont.	-	-	+8	-	-	-	-	-	4 minutes	30
	Aconite	Its habitat is any ground near stagnant or flowing waters.	Poison -500	-	-	-	+20	-	-	-	3 minutes	30
	Angelica	It grows in the mountains alongside small streams.	Poison -100	-	-	+5	-	+5	-	-	2 minutes	30
	Arborusia	It used to be confined to the glacier area.	-	-	+4	-	+3	-	-	Cures poisoning	2 minutes	30
	Boletus	Its habitat is in the open areas.	100	-	-	-	-	-	-	-	-	20
	Heavy Toadstool	Its habitat is on the fringe of woods and near undergrowth.	Poison -50	-	+2	-	-	-	-	-	5 minutes	100
	Red Toadstool	You'll find it almost everywhere in Antaloor.	Poison -75	-	-	-	+2	-	-	-	5 minutes	100

PLANTS AND MUSHROOMS

PICTURES	NAME	DESCRIPTION	HP	MANA	Vitality	Dexterity	Strength	Willpower	PROTECTION	MISCELLANEOUS	DURATION	PRICE
	Brown Toadstool	It has spread all over Antaloor's woods and steppes.	Poison -80	-	-	+2	-	-	-	-	5 minutes	100
	Dotted Toadstool	You'll find it almost everywhere in Antaloor.	-	-	-	-	-	-	-	Immunity to/Cures poisoning	-	20
	Lemon Toadstool	This one is to be found on open meadows near large trees.	Poison -110	-	+4	-	+1	-	-	-	5 minutes	300

CRYSTALS AND MINERALS

	Sulphur	It's in places like the Drak'ar Desert or in the Burnt-Out Wood.	-	-	-	-	-	-	Fire Damage +10	Cook before use	perma-nently	60
	Salt	These crystals are everywhere throughout the land.	-	-	-	-	-	-	Physical Damage +10.	Cook before use	perma-nently	60
	Quartz Crystal	You can find it anywhere on and around rocks and cliffs.	-	-	-	-	-	-	Lightning Damage +10	Cook before use	perma-nently	90
	Garnet	You'll mostly come across them in old Dwarven mines.	-	-	-	-	-	-	Lightning Damage +10	Cook before use	perma-nently	60
	Calcite	You'll find it in protected spots at cliffs or slopes.	-	-	-	-	-	-	Fire Damage +50	Cook before use	2 minutes	60
	Amber	Amber lies on the ground and is also present in caves.	-	-	-	-	-	-	Fire Damage +10	Cook before use	perma-nently	60
	Diamond	You'll find Diamonds mainly in the lava region surrounding Gor Gammar and in numerous natural caves south of the Gon.	-	-	-	-	-	-	Lightning, Fire, Cold, and Physical Damage +10	Cook before use	perma-nently	100

Vitality, Dexterity, Strength, Willpower

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CRYSTALS AND MINERALS

PICTURES	NAME	DESCRIPTION	HP	MANA					PROTECTION	MISCELLANEOUS	DURATION	PRICE
	Ruby	The crystals are usually found in the old Dwarven mines.	-	-	-	-	-	-	Fire Damage +10	Cook before use	permanently	90
	Opal	They are mostly found in the hot regions of the land.	-	-	-	-	-	-	Physical Damage +10	Cook before use	permanently	60
	Azurite	You can find this mineral on the walls of caves.	-	-	-	-	-	-	Cold Damage +10	Cook before use	permanently	60
	Haema-tite	You'll find this in the Dwarven mines.	-	-	-	-	-	-	Fire Damage +50	Cook before use	2 minutes	60
	Magne-site	It's mostly found in the hot regions of the land.	-	-	-	-	-	-	Lightning Damage +10	Cook before use	permanently	70
	Desert Rose	You'll find it in the desert!	-	-	-	-	-	-	Cold Damage +50	Cook before use	2 minutes	70
	Mica	You'll find it all over the land.	-	-	-	-	-	-	Lightning Damage +50	Cook before use	2 minutes	70
	Beryl	You'll find it in damp cave entrances.	-	-	-	-	-	-	Physical Damage +50	Cook before use	2 minutes	70
	Topaz	It can be seen in the dark passageways of the catacombs.	-	-	-	-	-	-	Fire Damage +10	Cook before use	permanently	70
	Silver	Silver is very rare in Antaloor.	-	-	-	-	-	-	Cold, Fire, and Lightning Damage +10	Cook before use	permanently	90

Vitality, Dexterity, Strength, Willpower

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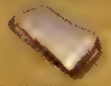
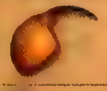
Here are some tips for alchemy: temporary-effect plants and mushrooms should be mixed with other temporary-effect organic ingredients in your alchemy pot. You'll find more tips on Alchemy on Pages 285 to 290. **PLEASE NOTE THE AMENDMENT TO THE MINERALS ON PAGE 291!**

ANIMAL AND MONSTER PARTS

PICTURES	NAME	DESCRIPTION	HP	MANA					PROTECTION	MISCELLANEOUS	DURATION	PRICE
	Rabbit Bladder	Rabbit bladder heals small wounds.	95	-	-	-	-	-	-	-	-	50
	Beaver Fat	The beaver fat has a permanently bracing effect.	Poison -400	-	+2	-	-	-	-	-	permanently	50
	Goose Liver	Goose liver has healing effects.	500	-	-	-	-	-	-	-	-	50
	Unicorn Horn	You'll find it maybe in chests.	Poison -1.000	-	+4	+2	+2	+2	Lighning Damage +50	Cures poisoning	permanently	50
	Dodo Feather	Do you really want to kill them?	Poison -30	-	-	-	-	+5	-	Cook before use	4 minutes	50
	Viper Poison Glands	The immunity to poisoning effect is well known.	-50	-	-	-	-	-	-	Immunity to poisoning	12 minutes	50
	Grass Snake Tongue	Increases for short time your dexterity.	Poison -25	-	-	+5	-	-	-	-	4 minutes	50
	Rattle Snake Rattle	The rattle is interesting for those who are interested in magic.	Poison -80	1.000	-	-	-	+4	-	Cook before use	12 minutes	50
	Foodball	This are indigestible pieces of eaten animals.	300	-	-	-	-	-	-	Cook before use	-	50
	Pearl	You'll find them in chests.	-200	-	-	-	+5	-	Cold Damage +20	Cook before use	permanently	50
	Spider Gland	The bracing effect is phenomenal.	1.500	-	-	-	-	-	-	-	-	60
	Scorpion Poison Gland	Please cook it before use.	-	120	-	-	-	-	-	Cures poisoning	-	60

Vitality, Dexterity, Strength, Willpower

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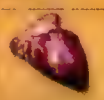
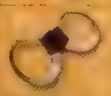
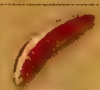
ANIMAL AND MONSTER PARTS

PICTURES	NAME	DESCRIPTION	HP	MANA					PROTECTION	MISCELLANEOUS	DURATION	PRICE
	Trachidis Egg	Trachidis are also known as Mantis.	-500	-70	+4	-	-	-	-	-	permanently	60
	White Dragon Scale	This scale is very rare in Antaloor.	-40	-	-	-	-	-	Cold, Lightning, Fire and Physical Damage +100	Cook before use	permanently	60
	Wolf Heart	Collect them, you might need them.	Poison -80	-	+10	-	-	-	-	-	5 minutes	60
	Bear Claw	The bear claw affects your strength.	-	-	-	-	+10	-	-	Cook before use	4 minutes	60
	Boar Tusk	They often act in a pack.	-	-	-	-	+8	-	-	Cook before use	5 minutes	60
	Wyvern Lacrimal Gland	Wyverns appears most by pairs.	-	-	-	+7	-	-	-	-	5 minutes	60
	Reaper Muscle	Reapers are fast and they follow their opponents.	500	-	-	-	-	-	-	-	-	60
	Zombie Thyroid	Don't underestimate the range of their arms.	-	-	+6	-	-	-	-	Immunity to/Cures poisoning	6 minutes	60
	Werewolf Spinal Cord	You'll find this object in chests.	-	+50	-	-	-	-	-	-	permanently	70
	Skeleton Bone Marrow	Skeletons attack just in bands.	Poison -150	-	-	-	-	+5	-	-	4 minutes	70
	Ghoul Brain	Ghouls are slow but they poison their opponents.	-	-	-	-	-	+1	-	Cook before use	permanently	70
	Demon Eye	Demons are very slow but very strong.	-	-500 +40	-	-	-	-	-	-	permanently	70

ANIMAL AND MONSTER PARTS

PICTURES	NAME	DESCRIPTION	HP	MANA					PROTECTION	MISCELLANEOUS	DURATION	PRICE
	Winged Demon Eye	Winged demons are fast and strong.	-	-750 +50	-	-	-	-	-	-	permanently	70
	Tulok's Heart	You'll find them in the underwolrd.	2.000	-	+4	-	-	-	-	-	permanently	70
	Earth Elemental Crystal	You'll obtain it from defeated lava or stone dragons.	-90	-	-	-	-	-	Physical Damage +50	Cook before use	permanently	70
	Winged Demon Wing Membrane	They are more dangerous than their unwinged fellows.	Poison -120	-	-	+8	-	-	-	Cook before use	6 minutes	70
	Meat	You'll obtain meat from game animals and ducks.	200	-	-	-	-	-	-	-	-	70
	Fox Liver	Fox liver will increase permanently your dexterity.	-	-	-	+1	-	-	-	-	permanently	70

AMENDMENT TO MINERALS (VERSION 1.4 OR HIGHER)

PICTURES	NAME	DESCRIPTION	HP	MANA					PROTECTION	MISCELLANEOUS	DURATION	PRICE
	Emerald	The place you could find it is in the deep mines of the Dwarves.	-	-	-	-	-	-	Cold Damage +100	Cook before use	2 minutes	90
	Amethyst	You'll find it in nearly every underground cave system.	-	-	-	-	-	-	Fire Damage +100	Cook before use	2 minutes	90
	Sapphire	It's found in the depths of natural caves.	-	-	-	-	-	-	Lightning Damage +100	Cook before use	2 minutes	90

Vitality, Dexterity, Strength, Willpower

The given price is a basic price. It can go up or down, depending on the individual merchant, your reputation with the different Guilds and whether you're buying or selling

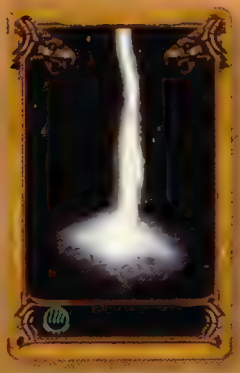
Two Worlds' spells are distributed among five different schools of magic. In this chapter, you'll find an exact description of each spell card and its corresponding basic values - meaning the minimal values of the effects caused when you cast a spell for the first time. These values are restructured during the game.

The effect will be increased by roughly 10% for each rung that you move up on the individual school of magic's advancement ladder and when you double an identical card.

AIR MAGIC

This school of magic focuses mainly on developing the characters of its pupils, so if that's what you want, this is the place to be. There are various healing and protective spells available here - and attack hasn't been forgotten either!

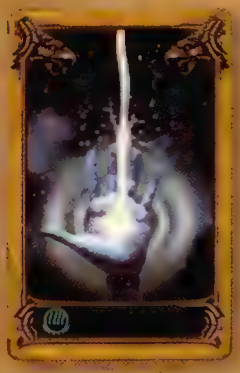
Undead monsters will no longer pose any threat to you - and you can get to grips with your adversaries using elementary air power spells, like thunderbolts or shock waves.



BOLT OF LIGHTNING

The bolt of lightning constitutes the basic attack of the Air Magic Mage. This spell metes out lightning damage to your opponent and is especially effective if he's weak. You can also attack from a distance - that's the big advantage. Just as in archery, you'll hardly receive any damage points if you stay alert.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	20	Lightning Damage: 30



HEALING

This is a practical spell - it always regenerates your health points - BUT - (always a 'but' in life, eh?) you have to remember that the healing's going to last for a certain time – so this magic isn't meant for use in the middle of a fight - you should employ it after successful combat, or when you're getting away from something or someone.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	48	Regenerats 200 HP, Poison Healing

BLESSING

If you don't want to push up your main parameters by only allocating skill points and eating food, this is the right spell for you. The Blessing temporarily reinforces your game character's strength and dexterity. This can really help you if you're fighting against much stronger creatures - and can prove decisive.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	48	Dexterity and Strength +11 for 59 sec.

CURSE OF THE UNDEAD

You'll continually encounter undead creatures near cemeteries and dungeons - and they're often strong, meaning they can only be beaten with special weapons - like magic! This spell card is the perfect remedy for killing whole hordes of these creatures - just activate it and you'll destroy them all!

Magic Circle	Skill Level	Min. Mana	Effect
2	3	100	400 Lightning Damage Points for the Undead

SHOCK WAVE

If you have to come up against a whole horde of opponents, it makes sense to mete out lots of damage to as many as you can. The shock wave is perfect for this - it hurls several enemies back simultaneously - and metes out damage points to them. There's one important thing to remember here though - don't use this spell if friendly beings are in the vicinity or you'll damage them as well!

Magic Circle	Skill Level	Min. Mana	Effect
2	3	100	Bludgeoning Weapon Damage Points: 40

CONCENTRATION

This spell is pure classic magic of the passive kind. It should precede another magic action, since the activation of this card increases the level of other magic. This means that you can make your special spells more effective (just like the booster spells) - and cause more damage to your adversary.

Magic Circle	Skill Level	Min. Mana	Effect
2	3	100	+80% Damage caused by attack spells for 54 sec.

SHIELD OF MAGIC

The Shield of Magic is very useful if your Mana level is high and you want to fight a creature that is resistant to magic. This spell actually conjures up a protective shield around your character - the shield converts Mana to health points, preventing him from receiving damage points and boosting your life energy for a certain period of time.

Magic Circle	Skill Level	Min. Mana	Effect
2	5	100	95% Mana Points are allocated to HP for 5.4 sec.

REGENERATION

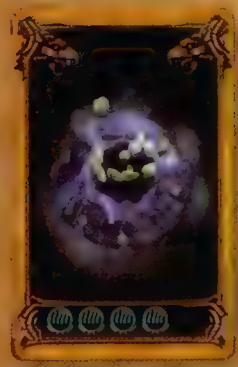
This spell is very useful if there's no Maliel shrine nearby, because it has the same effect as the altar, automatically regenerating the vitality of your character for a certain time. However, don't be fooled by great values during a fight - when the magic is exhausted, your vitality can dwindle away a lot faster than you expect!

Magic Circle	Skill Level	Min. Mana	Effect
3	6	200	Improves HP Regeneration by 55% for 95 sec.

LIGHTNING SHIELD

The Lightning Shield has a very practical double function: on the one hand, it generates a protective shield around your character, preventing too many damage points being meted out to him - and the spell also sends out small bursts of lightning out to all sides, meting out spirit damage to your opponents.

Magic Circle	Skill Level	Min. Mana	Effect
3	6	200	Physical Protect +40, Electric Dam.: 40, 95 sec.



CONCENTRIC SHOCK WAVE

The Concentric Shock Wave can be compared to the normal shock wave, except that it's more powerful, expanding in all directions in circular fashion. So you can injure more opponents - and the damage effect is greater, too.

Magic Circle	Skill Level	Min. Mana	Effect
4	10	500	Bludgeoning Weapon Damage: 210 / Opponent

VITALITY

Just when you need potions most, like during fierce combat against many opponents at one time, you suddenly find you're out of them! But don't worry... when this happens, magic can help you! Activating this Vitality spell will temporarily increase the vitality of your character - and that can be the decisive factor in a long drawn-out fight!

Magic Circle	Skill Level	Min. Mana	Effect
4	10	300	Regenerates 1000 HP+ added 200 HP for 54 sec.

SOUL DEFENDER

This spell belongs to the group of 'summoning spells'. Using the special card, you can call a "Soul Defender" to your side. She's a long-range combat specialist - and she'll support you for a time during battle by attacking all opponents in the vicinity. These summoning spells are especially handy if you've got plenty of Mana in reserve, meaning you can awake several characters or creatures at one time.

Magic Circle	Skill Level	Min. Mana	Effect
4	10	400	1 Level-20-Creature for 4 min. 0 sec.

LIGHTNING STORM

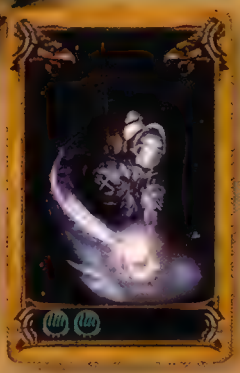
You can mete out spirit damage to one or more opponents in the vicinity with the Lightning Storm - activating the spell card initiates a cascade of lightning that will spare no one... and no one also means your allies! So you better take a look around before using this one!

Magic Circle	Skill Level	Min. Mana	Effect
5	15	400	770 Lightning Damage Points

THE STRENGTH OF GOD

Wrong - 't'aint a God mode - you'll have to get that somewhere else! This Strength of God spell is pretty effective nevertheless - activating the spell card enormously increases your character's strength for a short time and you'll be able to take on the mightiest creatures in Antaloor! There is one drawback to this, though - if you take too long to defeat your adversary, you'll be easy meat for him when your strength values suddenly return to normal!

Magic Circle	Skill Level	Min. Mana	Effect
5	15	400	Strength +80% for 270 seconds



RESURRECTION

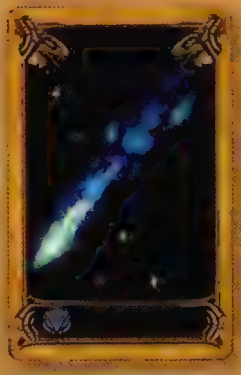
It's divine power time again - this spell enables you to resurrect dead creatures and characters and have them fight for you by your side - especially useful if the resurrected one is a strong warrior or an awe-inspiring beast!

Magic Circle	Skill Level	Min. Mana	Effect
5	15	400	Resurrects a dead creature, he will then fight for you

WATER MAGIC

Those who practise Water Magic know all about conjuring up creatures to help them battle their opponents. Depending on your level of knowledge, you can summon powerful allies to fight temporarily by your side, from a Small Reaper to an Ice Dragon.

Yet another focal point of your training will be passive combat strategies - these can weaken or lame your opponent, enabling you to press home your attacks with more effect.



ICE BOLT

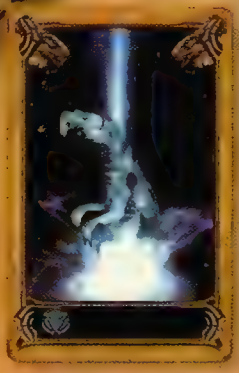
The Ice Bolt constitutes the basic attack of the Water Magic Mage. This spell metes out cold damage to your opponent - it's especially effective if he's weak - and you can attack from a distance, that's the big advantage. As is the case in archery, you'll hardly receive any damage points if you stay alert.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	20	Cold Damage: 30

CONFUSION

There are not only very effective types of attack magic in Two Worlds - but you can also use extremely useful spells for indirect combat! Take this Confusion spell, for instance - it temporarily reduces the dexterity and the Mana values of your opponent. This makes real sense if you're fighting long-range combat specialists or magicians, because their reduced main parameters will in turn diminish the effectivity of their attacks.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	40	Opponent's Dexterity -7 for 24 seconds



REAPER ATTACK

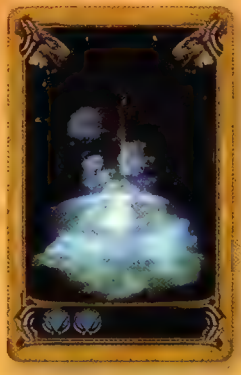
This spell also belongs to the summoning spells group. Using the special card, you can call a Reaper to your side - this creature will support you for a time during battle by attacking all opponents in the vicinity. These summoning spells are especially handy if you've got plenty of Mana in reserve, enabling you to awake several characters or creatures at one time.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	100	Conjure a Level-5 Creature for 1 min.

FREEZING WAVE

The Freezing Wave is exactly the right spell to use if you can't see your surroundings for opponents! Just activate it and freeze the nearest baddies for a while - and use the time gained to defeat the others that are still a threat - or simply bump off the frozen ones!

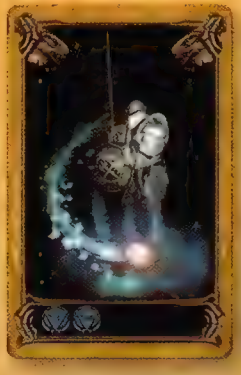
Magic Circle	Skill Level	Min. Mana	Effect
2	3	100	Opponents are frozen still for 18 sec.



SHADOW

Like the Freezing Wave, the Shadow spell reduces your opponents' attacking power. OK, the paralyzing shadow won't root him to the spot - but it will make all his movements appear to be in slow motion - so it'll be child's play to avoid his blows and deliver a deadly counterattack... oh, by the way, this spell also has a pretty good effective range. Remember, milk can turn faster than a Shadow-struck opponent - so try to ignore those pangs of conscience...

Magic Circle	Skill Level	Min. Mana	Effect
2	3	100	Opponents move at half speed for 54 sec.



ICE SHIELD

The Ice Shield has two positive effects - the spell creates a protective shield around your character, one which will shield him very effectively from damage points - AND the shield also metes out cold damage to all baddies in the vicinity by means of small bolts of lightning. This spell is great if you've been surrounded by opponents or if you have to get through a group of nasties on your way to a specific destination.

Magic Circle	Skill Level	Min. Mana	Effect
2	3	100	Cold Dam. Protection +25, Cold Dam.: 25, 54 sec.

SUMMON SPIDER

As you no doubt have gathered from the name, this spell is also one of the summoning spells. Using the special card, you can call a Giant Spider to your side. It's a great fighter and will support you for a time during battle by attacking all your opponents in the vicinity. These summoning spells are especially handy if you've got plenty of Mana in reserve and can therefore summon several characters or creatures at one time.

Magic Circle	Skill Level	Min. Mana	Effect
2	5	200	Conjure a Level 10 Creature for 2 minutes

ICE RAY

The Ice Ray spell is an enhanced version of the Ice Bolt magic - the effects are similar, but the amount of cold damage meted out to your opponents is much greater. This spell is very Mana-intensive - it's great against slow, powerful creatures and will eliminate them from a distance.

Magic Circle	Skill Level	Min. Mana	Effect
5	6	200	200 Cold Damage Points

UNSUMMON

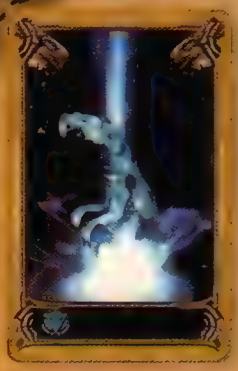
It's great, isn't it... summoning all these creatures to fight for you, and then watching them mow down your enemies - but did you actually think you'd cornered the market here? Sorry to disappoint you, my friend... but your adversaries can summon beings that are just as big, bad, and ugly as yours - and these creatures definitely do NOT want to visit you for a coffee and some chit-chat! So when you see these things appearing, you'll know that it's time for your Unsummon spell – because it neutralizes your opponents' summoning spells within a specific range. Nice, eh?

Magic Circle	Skill Level	Min. Mana	Effect
5	6	200	Destroys a summoned enemy creature

SUMMON WYVERN

This is yet another one of the group of summoning spells - you can call a Wyvern to your side using the special spell card. It will support you for a time during battle by attacking all your opponents in the vicinity. These summoning spells are especially handy if you've got plenty of Mana in reserve and can therefore summon several characters or creatures at one time.

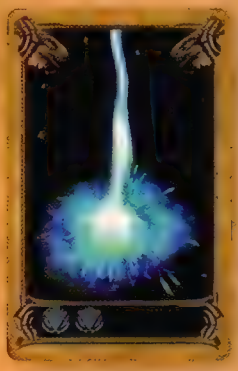
Magic Circle	Skill Level	Min. Mana	Effect
5	6	300	Conjure a Level 15 Creature for 3 minutes



FIRE SHIELD

The Fire Shield spell is purely passive magic. Thanks to its ice armor, fire can't hurt your character - so this magic is very effective in Southern Antaloor where the fire-breathing dragons and powerful Hell Warriors like grilled meat - so that problem's been solved - now you just have to start meting out damage points to them!

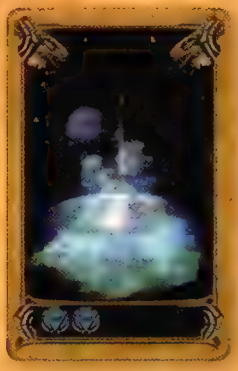
Magic Circle	Skill Level	Min. Mana	Effect
1	10	300	Protection from Fire Damage +1000 for 102 sec.



SUMMON SCORPION

This is yet another one of the group of summoning spells - you can call a Giant Scorpion to your side using the special spell card. It will support you for a time during battle by attacking all your opponents in the vicinity. These summoning spells are especially handy if you've got plenty of Mana in reserve and can therefore summon several characters or creatures at one time.

Magic Circle	Skill Level	Min. Mana	Effect
4	10	400	Conjure a Level 20 Creature for 4 min.



BLIZZARD

This is a spatial spell - when you activate it, you unleash a true blizzard, which will rage around the area of your character. The same amount of cold damage is meted out to all affected creatures - even your allies - so be careful how you use it... this one's definitely not a "how to win friends and influence people" spell!

Magic Circle	Skill Level	Min. Mana	Effect
5	15	400	770 Cold Damage Points per Opponent

SUMMONING AURA

If the summoning of creatures isn't hard'n'heavy enough for you, then this is the spell for you! The Summoning Aura enables you to summon really strong creatures with a special incantation. However, your Mana consumption will be higher here - so prepare well before you use this, using other spells or magic.

Magic Circle	Skill Level	Min. Mana	Effect
5	15	400	+3 Level for Summoned Creatures for 270 sec.

FIRE MAGIC

If you like it loud and impressive, then go for Fire Magic.

In this school you can learn how to cast a spell that will produce a meteorite shower, billowing walls of fire or lightning-fast fireballs - and if that's not enough, this school will teach you some spells to summon creatures that... well, enough said... let's just say your opponent will believe these beasts come straight from the fires of Hades.

FIREBOLT

Fire Mages learn the Firebolt spell during basic training. This is a relatively harmless but fast magic spell that metes out fire damage to your opponents - and this makes it the perfect long-range weapon for lower-level players. You can also use Booster cards to increase the effect of the spell later - so it's a handy spell to have around, even for advanced warriors - and the minimal Mana consumption involved means it can be used often.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	24	40 Fire Damage Points

FIRE WALL

This spell has two practical uses: the wall of fire prevents opponents from running at you to attack - and the flames, which suddenly shoot out of the ground, mete out heavy damage points. So this will both slow down and weaken your adversaries before the actual hand-to-hand starts.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	40	30 Fire Damage Points per Opponent

OVERPOWER

All you tuning fans out there will love this spell. When you activate it, the effect of offensive magic is increased - and Mana consumption is reduced at the same time. It applies to all offensive spells, whether it's a low-end Firebolt or a Meteor. You can use this Overpower spell to make short work of especially tough opponents.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	40	Offensive Magic +60%, Mana Cons. -50%, 30 sec.

OCTOGRON-ATTACK

This is one of the summoning spells with which you can call an Octogron to your side by using the special spell card. It will support you for a time during battle by attacking all your opponents in the vicinity. These summoning spells are especially handy if you've got plenty of Mana in reserve and can therefore summon several characters or creatures at one time.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	100	Conjure a Level 5 Creature for 1 min.

FIREBALL

The Fireball is an improved version of the Firebolt. This is pure long-range combat magic - and it's easy to use. The price for meting out more damage points to your enemies is unfortunately a much higher Mana consumption - so this is more or less a "Jekyll and Hyde" spell. Mete out lots of damage points to your opponent in one move - or spread smaller amounts of damage over several moves? It's up to you... but keep an eye on your Mana!

Magic Circle	Skill Level	Min. Mana	Effect
2	3	100	80 Fire Damage Points

RING OF FIRE

This is a dual-purpose spell: you can place a ring of fire around an opponent, temporarily blocking his attack - AND the Fire Wall metes out lots of lovely damage points to the encircled adversary - so you can finish him off easily when the flames are extinguished and it comes down to the hand-to-hand combat.

Magic Circle	Skill Level	Min. Mana	Effect
2	3	100	80 Fire Damage Points

FIRE SHIELD

The Fire Shield is the opposite of the Ring of Fire. This time it's YOU who's in the ring of fire - but don't worry... you won't get injured, it will protect you from attack. If you waltz through an enemy horde with this Fire Shield, you'll mete out hefty fire damage points to every creature in the vicinity - even your cooperative allies will get it in the neck - so be careful!

Magic Circle	Skill Level	Min. Mana	Effect
2	3	100	Protection from Physical Damage: 25, 54 sec. Fire Damage: 25 for 54 sec.

FIRE SPRAY

The Fire Spray is related to the Fire Wall spell - but it's more efficient because the fire advances toward the enemy. Once summoned, it will advance forward mercilessly, mowing down anything that hasn't had the sense to get out of its way - just follow it and mop up what it leaves behind for you - but don't get too close to the flames - they'll burn you, too!

Magic Circle	Skill Level	Min. Mana	Effect
3	6	200	200 Fire Damage Points

FIRE FIELD

In contrast to the Fire Spray and the Fire Wall, the Fire Field is a spatial spell. When activated, the entire area around the affected creature will burst into flames - and the practical thing here is that if other enemies of yours are also within the spell's spatial range, they will also be damaged. However, this spell is very elaborate - so if a fight is fast'n'furious, use the Fire Spray and Fire Wall - they don't take so much time to activate.

Magic Circle	Skill Level	Min. Mana	Effect
3	6	200	200 Fire Damage Points

SUMMON HELL WARRIOR

This is another one of the summoning spells - you can call a Hell Warrior to your side using the special spell card. It will support you for a time during battle by attacking all your opponents in the vicinity. These summoning spells are especially handy if you've got plenty of Mana in reserve and can therefore awake several characters or creatures at one time.

Magic Circle	Skill Level	Min. Mana	Effect
3	8	500	Conjure a Level 15 Creature for 5 min.

FIREWAVE

The Firewave is more or less a modified Fire Spray. This spell also moves toward your enemies - but the amount of damage points meted out to them is much greater - but this in turn means a much higher Mana consumption.

Magic Circle	Skill Level	Min. Mana	Effect
4	10	500	138 Fire Damage Points per Opponent

CHAOS RAGE

This spell is yet another in the group of summoning spells. Using the special card, you can call a cursed creature to your side. It's a long-range combat specialist - and it will support you for a time during battle by attacking all opponents in the vicinity. These summoning spells are especially handy if you've got plenty of Mana in reserve, meaning you can awake several characters or creatures at one time.

Magic Circle	Skill Level	Min. Mana	Effect
4	10	300	Selected creature attacks its former allies: 162 Sec.

SUMMON DEVIL

This is another one of the group of summoning spells - you can conjure up a Devil to your side using the special spell card. This creature will support you during your fights for some minutes.

Magic Circle	Skill Level	Min. Mana	Effect
4	10	400	Conjure a Level 20 Creature for 4 min.

METEOR

The Meteor lives up to its name - this spell card is the Queen of Fire Magic. It produces a huge fireball, which metes out a tremendous amount of damage to your opponents - the Meteor generally targets one individual opponent - but when it hits the scatter damage will also affect any creature within range.

Magic Circle	Skill Level	Min. Mana	Effect
3	15	400	770 Fire Damage Points per Opponent

SUMMON HELL MASTER

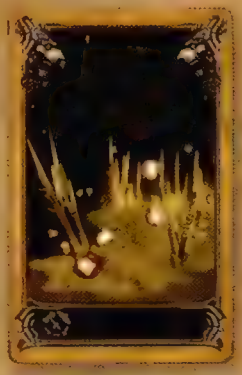
This is yet another summoning spell - you can call a Hell Master to your side using the special spell card. This spell is much stronger than the other summoning spells but it also consumes more magic power.

Magic Circle	Skill Level	Min. Mana	Effect
5	15	500	Conjure a Level 25 Creature for 5 min.

EARTH MAGIC

Students of this branch of magic use the elementary forces of Mother Nature. These spells are mainly passive - they'll hamper your enemy by means of clinging plants that shoot out of the ground – they use spikes, walls, and earthquakes of varying degrees of violence.

So if you want to attack an adversary with your own weapon, you can weaken his defenses and armor first. At the same time, Earth Magic also offers you powerful spells for your own protection.



SPIKES

Earth Mages have a truly nasty surprise in store for their opponents - this simple spell can be performed very early in the game - and it will cause horrible spikes to shoot out of the ground into the opponent's body, causing hefty spirit damage. This spell is even more effective in combination with appropriate traps.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	20	Spirit Dam.: 15, Dam. by Thrusting Weapon: 22

CHAINS

If you're a long-range combat specialist, this spell's right for you! When the Chains spell is activated, many roots shoot out of the ground forming chains that hold all creatures within range. While they're held fast, you can shoot them at your leisure with your bow & arrow or use magic attack spells on them - but watch for the roots returning into the ground where they came from - when it happens... get out of there!

Magic Circle	Skill Level	Min. Mana	Effect
1	1	40	Prevents an Opponent from moving for 12 sec.

RUST WEAPON

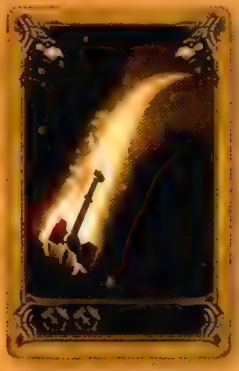
This spell's very effective indeed - when you activate the spell card, all the weapons of your nearby opponents will be covered in rust - meaning that the enemy axes and swords can only mete out a greatly reduced number of damage points to you! For obvious reasons, you should only use this spell on Orcs and armed thieves - rust on a wolf's fangs or a dragon's claws might be an interesting color scheme - but it won't stop these animals tearing chunks out of you!

Magic Circle	Skill Level	Min. Mana	Effect
1	1	40	Damage Points per Enemy -30/hit for 36 sec.

IRON SKIN

This is one of the passive spells. Activated, this spell creates a second skin that acts as a protection against injury - this is really great if you're the type of player who stores by weapons and armor - and as a result hasn't been paying much attention to your relevant values too much... The Iron Skin is a good substitute for a good set of equipment - but it's only temporary - you'll have to renew it often.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	40	Physical Protection + 15 for 36 sec.



MAGIC HAMMER

Follow in the footsteps of the Dwarven gods and use this spell to hurl a magic hammer at your enemies - it doesn't only LOOK good - but it also metes out lots of spirit damage points to them. The Magic Hammer is the almost perfect long-range weapon - but you should make sure that you've got plenty of Mana reserves if a prospective fight looks as though it could go on for a while.

Magic Circle	Skill Level	Min. Mana	Effect
2	3	100	Spirit Dam.: 40, Dam. By Baton Weapon: 60

RUST ARMOR

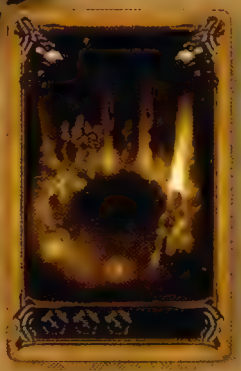
This spell has the same effect as the Rust Weapon - but it has a different "target group." It's very effective - when you activate the spell card, all the armor of your nearby opponents will rust over - meaning that the enemy's helmet, gloves, and other protective clothing will have a greatly reduced protective function. For obvious reasons, you should only use this spell on Orcs and armed thieves.

Magic Circle	Skill Level	Min. Mana	Effect
2	3	100	Physical Protection at Opponent -17 for 54 sec.

SUMMON STONE GOLEM

This is also one of the summoning spells - you can call a Stone Golem to your side using the special spell card. It will support you for a time during battle by attacking all your opponents in the vicinity.

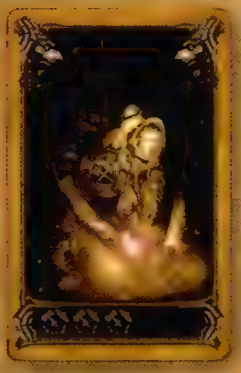
Magic Circle	Skill Level	Min. Mana	Effect
2	3	200	Conjure a Level 10 Creature for 2 minutes



STONE WALL

The Stone Wall is ideal for players who like to have fun with really big and dangerous opponents - when the spell is activated, a massive stone ring is created which encloses one or several of your opponents who are standing close together. This prison only exists for a short time, though - when it's gone, get out of there fast! You can of course attack the imprisoned creatures with a few other magic spells, too!

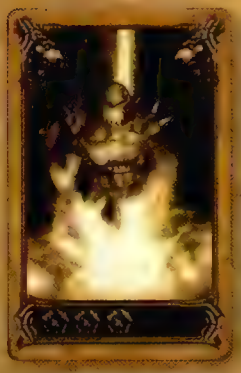
Magic Circle	Skill Level	Min. Mana	Effect
3	6	200	A stone wall imprisons your opponents



CRYSTAL SHIELD

With this spell card you can create a Crystal Shield that will halve all damage your enemy metes out to you - it increases your physical protection and your protection from fire damage, cold damage, lightning damage, and spirit damage by 45 points respectively.

Magic Circle	Skill Level	Min. Mana	Effect
3	6	200	Cold-, Spirit-, Fire and Electric Damage: 45
			Physical Protection 45, all Effects for 95 Sec.



SUMMON IRON GOLEM

If you need some help during your fight use this spell to conjure up an Iron Golem. It will support you for three minutes by attacking all opponents in range.
These summoning spells are especially handy if you've got plenty of Mana in reserve and can therefore awake several characters or creatures at one time.

Magic Circle	Skill Level	Min. Mana	Effect
3	6	300	Conjure a Level 15 Creature for 3 min.

EARTH ERUPTION

Time for more powerful Earth Magic! When you let this spell rip, it will cause the earth to crack under your opponents' feet, meting out immense spirit damage to every affected creature, even the friendly variety! This kind of spell is most effective on wild animals, Reapers and Wyvern - but try to cast it in the open-air if you can.

Magic Circle	Skill Level	Min. Mana	Effect
4	10	500	420 Spirit Damage Points per Opponent

GRAPPLE IVY

The Grapple Ivy is an improved version of the Chains spell - the plants shoot up from the ground and hold fast to all nearby enemies of yours - they also mete out spirit damage, weakening your opponent even before a blow is struck. Try enhancing the effect by using a few more spells on your opponents while they're being held.

Magic Circle	Skill Level	Min. Mana	Effect
4	10	500	Prevents an opponent from moving for 5.4 sec.

EARTH BLESSING

This high-ranking Earth Magic will relieve you of all your opponent problems in a flash – it provides you with temporary protection against ALL kinds of physical damage! You should use this spell against Orcs and other bloodthirsty wild beasts - BUT (yes, it's that little word again!) - if you see a Mage or a Shaman around, use this spell with a GREAT DEAL of caution!

Magic Circle	Skill Level	Min. Mana	Effect
4	10	500	Fire and Cold Damage Protection 1.000, 162 sec.
			Physical Protection 1.000 for 162 sec.

REFLECTING SHIELD

This shield decisively improves your weapons and armor properties, creating a protective shield around your hero and halving all damage received. This powerful protective spell should be mainly cast shortly before combat with very powerful opponents. During the subsequent fight, you'll last a lot longer - and that means being able to cause more damage.

Magic Circle	Skill Level	Min. Mana	Effect
5	15	500	Reflects 40% of the Physical Damage
			on to the attacker for 270 seconds

SUMMON GOLEM

This powerful spell is another one of the group of summoning spells - you can conjure up a Golem to fight at your side by using the special spell card.

Use boosters to increase the level and the life time of the summoned creature.

Magic Circle	Skill Level	Min. Mana	Effect
5	15	500	Conjure a Level 25 Creature for 5 min.

Necromancy

The forbidden art of magic! If you manage to get into this secret group of Mages, you'll have hugely powerful spells at your disposal.

Learn to control the undead, put curses on your enemies, and attack them with poison. Don't forget a few handy power-ups here - they'll strengthen your character by helping him tap into the power of the undead.

POISONED BLADE

If you can't find enough power-ups for your weapons, this standard Necromancers' spell will help. The spell card enables you to poison a weapon, which will then mete out poison damage in addition to the normal damage points - and you can increase the effect of the spell through various potions!

Magic Circle	Skill Level	Min. Mana	Effect
1	1	40	Poison Dam.: 30 for enchanted weapon for 24 sec.

CORPSE CONVERSION

The mysterious paths of Necromancy open up many tricks to the users of this school of magic - tricks that cannot be performed with normal magic. The best example of this is Corpse Conversion. With this spell, you can convert the energy in a dead body into health points for your account. After a strength-sapping fight with several opponents, for instance, Corpse Conversion enables you to boost up your points again with no problem at all!

Magic Circle	Skill Level	Min. Mana	Effect
1	1	30	Reg. 90 HP, converts the energy of a dead body

BONE ARMOR

There's a shield spell in every school of magic - in Necromancy, it's called the Bone Armor spell. When activated, it creates a special protective aura around your game character that partly absorbs damage of every kind. This is the perfect all-round protection for bloody battles with Orcs and Reapers.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	50	Prevents the loss of +70 Damage Points for 30 sec.

SUMMON SKELETON

This is a summoning spell - you can call a Skeleton to your side using the special spell card.
These summoning spells are especially handy if you've got plenty of Mana in reserve and can therefore awake several characters or creatures at one time.

Magic Circle	Skill Level	Min. Mana	Effect
1	1	100	Conjure a Level 5 Creature for 1 min.

POISONED DART

A harmless spell, but one that can be put into action fast to kill smaller opponents. The Poisoned Dart metes out poison damage to opponents - and above all in the lower levels, this spell ensures that you can focus entirely on an opponent or two in peace.

Magic Circle	Skill Level	Min. Mana	Effect
2	3	100	16 Stabbing Weapon Damage, 80 Poison Damage

DEAD HANDS

If you want to scare your opponent half to death - and mete out lots of damage points to him as well - this spell is right up your street. When you activate this beauty, numerous skeleton hands will shoot out of the ground and grip your opponents - meting out poison damage at the same time - and while they're being held fast by the dastardly digits, you can cruelly attack using some other spells.

Magic Circle	Skill Level	Min. Mana	Effect
2	3	100	80 Stabbing Weapon Damage, 40 Poison Damage
			Freeze opponent for 24 sec.

POISON SHIELD

The Poison Shield generates a protective aura around your game character and prevents a percentage of the damage points received. At the same time the Shield itself metes out damage points - and poisons every creature and character that touches it. So, if you're carrying the Poison Shield, take pity on your acquaintances and friends in villages and towns - and keep your distance!

Magic Circle	Skill Level	Min. Mana	Effect
2	3	200	25 Poison Damage Points, Physical Protection +25
			Poison Protection, all effects for 54 sec.

SUMMON SKELETON ARCHER

This is also yet another of the many summoning spells - you can call a Skeleton Archer to your side using the special spell card. This long-range combat specialist will fight at your side for two minutes. You can increase the lifetime of your summoned creature by using special boosters.

Magic Circle	Skill Level	Min. Mana	Effect
2	3	200	Conjure a Level 10 Creature for 2 min., 45sec.

POISON CLOUD

The Poison Cloud is a potent means of stopping an attacking opponent in his tracks and meting out damage points to him. When you activate this spell, your game character sprays poison in the direction of his enemies. It's effective - but not particularly accurate. Try to save this spell for normal, run-of-the-mill opponents.

Magic Circle	Skill Level	Min. Mana	Effect
3	6	200	200 Poison Damage Points per Opponent

DISEASE

You should use this spell card if you've taken on adversaries whose level is a wee bit higher than yours! When you sock the spell to 'em, the levels will become equal - the Disease spell makes all targeted creatures and characters weaker for a little while - so opportunity knocks yet again... why not answer, eh? Heh-heh!

Magic Circle	Skill Level	Min. Mana	Effect
3	6	200	Defense, Attack Values & Opponent Damage -40 Reduction of HP for 55, all effects for 85 sec.

LEECH AURA

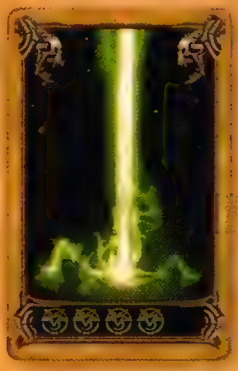
This powerful spell has two benefits for you: it sucks the vitality out of all nearby creatures and characters - and at the same time increases your own! So we have yet again a Weak versus Strong scenario - with the cards stacked in your favor.

Magic Circle	Skill Level	Min. Mana	Effect
3	6	200	Sucks out of all opponents 40 HP for 85 sec.

SUMMON GHOUL

This is another one of the summoning spells - you can conjure up a Ghoul to fight at your side by using the special spell card.
It will support you for a time during battle by attacking all your opponents in the vicinity.

Magic Circle	Skill Level	Min. Mana	Effect
3	6	800	Conjure a Level 15 Creature for 3 min.



NECRO POWER

The Necro Power spell weakens your opponent - and strengthens your own game character at the same time. Magic rays are the key here - they suck health points from the enemy and give them to your character... a very effective way of dealing comfortably with super-strong individual opponents!

Magic Circle	Skill Level	Min. Mana	Effect
4	10	500	210 Poison Damage Points,
			Conversion of a random number of these points into HP

AURA OF DEATH

All creatures affected by this aura become significantly weaker. This powerful spell turns a horde of raging strong guys into a bunch of weaklings! The magic affects almost all statistical areas and that makes it especially effective... but watch the spell's time limit - don't get caught out!

Magic Circle	Skill Level	Min. Mana	Effect
5	15	400	Defense, Attack Values & Opponent Damage -85
			Opponent HP -100, all effects for 270 seconds

Magic Power-Ups

Booster

These magic power-ups can be used with every spell card, such as to increase the lifespan of your summoned creature or reduce your Mana consumption.
There are five different boosters available - and you can add them to your magic book (just like the regular spell cards) to increase the effect of your individual spells. You can assign up to three different boosters to each spell card.

Damage Booster

Intensifies the damage a spell does by 20%.
One good way of using this power-up is to enhance your standard spell card - just a few targeted attacks will then lay your adversary low.

Duration Booster

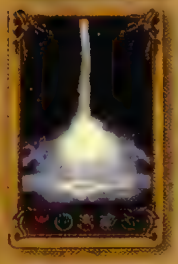
Lengthens the duration of a magic spell by 20%.
This will significantly increase the lifespan of a summoned creature - assuming it survives combat of course!

Mana Saver

Reduces the Mana consumption of a spell by 20%.
This is especially good for enhancing a spell card that you use a lot - one like the healing spell, for instance.

Spell Booster

Increases the level of a spell by 2 rungs.
This one's suitable for use with every offensive spell card - except the summoning spell.



Summoning Booster

Raises the level of a summoned creature by 2.
This power-up provides summoned creatures with a higher experience level - and that makes them more resistant to damage.

In "Two Worlds," you have several HUNDRED different weapons and types of armor available. Each piece of equipment has its own advantages and disadvantages and is especially well suited to deal with one special type of foe.

The damage models are arranged in three categories - "Stabbing," "Sharp Slash'n'Thrust," and "Bludgeoning" weapons.

The amount of damage points inflicted depends on the weapon used - AND on the skills of the game character. The more skills you have, the more effectively you'll be able to use a particular weapon.

The prices you get in shops for inventory items depend on three factors:

1. The basic price
2. The type of shop (or the Guild that runs it)
   - the table in the Solution Guide gives you the Merchants' Guild price)
3. Your reputation with the Giriza and with the Merchants Guild

You'll get the best prices from the Merchants' Guild. As soon as you have a good reputation (Reputation: 5) with the Giriza, though, you should become a good customer of theirs!

Individual pricing is as follows:

The Merchants' Guild
buys for 45%
sells for 115%-165%

Necromancers
buys for 10%
sells for 240%

Other shops
buys for 25%-75%
sells for 240%

Swords

There are various different classes of swords. There are short swords, long swords, huge two-handed swords, and sabers.

There are pros and cons as far as swords are concerned - they're ideal for inflicting heavy damage on your foes - but you can throw them away if you have to face up to undead creatures. It's easy to strike downwards with them - and that makes them ideal weapons for horseback attacks - this is especially true of the saber.

The values in the following tables are bench marks for Grade 1 weapons. When you enhance a weapon with magic power-ups or 'level-up' the weapon by laying an identical weapon on it, the values and the price will change accordingly.

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Short Sword	-	8 - 12	-	83
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	2

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Barbarian Beauty	-	8 - 12	-	83
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	2

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Short Sword of the Light	-	8 - 12	-	83
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	2

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Athelon's Sting	-	20 - 30	-	183
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	5	5	-	2

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
The Sting of the Occult	-	20 - 30	-	183
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	5	5	-	2

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Tinoglin's Toothpick	-	20 - 30	-	185
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	5	5	-	2

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Machete	-	42 - 62	-	360
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	6	7	1	2

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Barbarian Machete	-	42 - 62	-	360
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	6	7	1	2

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Grom Machete	-	42 - 62	-	360
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	6	7	1	2

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Machete of the Shadowes	-	67 - 101	-	572
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	6	7	4	2

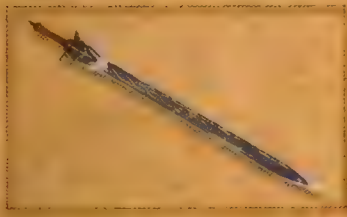
NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Toothed Terror	-	67 - 101	-	572
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	6	7	4	2

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Run Dodo Run	-	67 - 101	-	572
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	6	7	4	2

Swords

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Azrael's Eye (Two-Handed)	-	158 - 207	-	1,220
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	10	12	7	5

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Sword of the Damned (Two-Handed)	-	158 - 207	-	1,220
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	10	12	7	5



NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Tatheter's Tongue (Two-Handed)	-	158 - 207	-	1,220
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	10	12	7	5

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Sword of the Shadows (Two-Handed)	-	214 - 260	-	1,645
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	10	12	10	5

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Orc Sword (Two-Handed)	-	214 - 260	-	1,645
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	10	12	10	5

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Sword of Power (Two-Handed)	-	214 - 260	-	1,645
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	10	12	10	5

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Saber of the Damned	-	170 - 255	-	1,221
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	17	15	4

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Pirate Saber	-	170 - 255	-	1,421
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	17	15	4

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Saber of the Four Winds	-	170 - 255	-	1,421
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	17	15	4

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Snake of Ashos	-	215 - 320	-	1,775
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	17	16	4

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Short Saber	-	215 - 320	-	1,775
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	17	16	4

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
The Destroyer Saber	-	215 - 320	-	1,775
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	17	16	4

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Curved Saber	-	260 - 391	-	2,165
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	20	22	19	5

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Saber Tooth	-	260 - 391	-	2,165
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	20	22	19	4

Swords

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
The Feint Saber	-	260 - 391	-	2,166
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	28	22	19	4

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Saber of Darkness	-	312 - 468	-	2,991
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	30	23	22	4

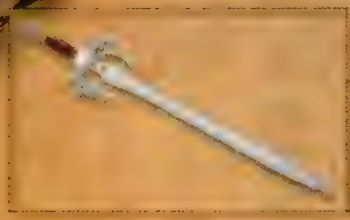
NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Captain's Pride	-	312 - 468	-	2,991
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	30	23	22	4

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Serpent's Curse	-	312 - 468	-	2,991
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	30	23	22	4

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Longsword	-	468 - 624	-	3,153
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	35	27	25	4

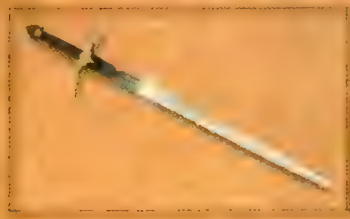
NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Pistonier	-	468 - 624	-	3,153
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	35	27	25	4

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Lucienbar	-	468 - 624	-	3,153
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	35	27	25	4

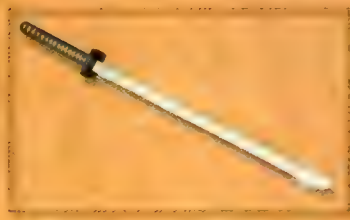


NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Nilgorin	-	428 - 642	-	5,549
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	25	27	28	4

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Longsword of Power	-	428 - 642	-	5,549
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	25	27	28	4



NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Anadinos	-	428 - 642	-	5,549
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	25	27	28	4



NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Katana (Two-Handed)	-	801 - 1047	-	6,115
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	30	32	31	6

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Katana Gomai (Two-Handed)	-	801 - 1047	-	6,115
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	30	32	31	6

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Katana of Wisdom (Two-Handed)	-	801 - 1047	-	6,115
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	30	32	31	6

NAME	STABBING DAMAGE	SLASH'N' THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Chinese Sword (Two-Handed)	-	915 - 1194	-	6,867
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	30	32	34	6

Swords

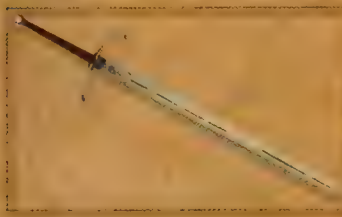
NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Chinese Ironsword (Two-Handed)	-	915 - 1194	-	8,967
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	50	52	54	6

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Katana (Onsanmai)	-	915 - 1194	-	8,607
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	50	52	54	6

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Giant Killer (Two-Handed)	-	1052 - 1349	-	7,875
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	55	57	57	9

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Orc Killer (Two-Handed)	-	1052 - 1349	-	7,875
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	55	57	57	9

NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Two-Handed Revelation	-	1052 - 1349	-	7,875
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	55	57	57	9



NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Iron Lightning (Two-Handed)	-	1158 - 1514	-	8,632
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	55	57	60	9

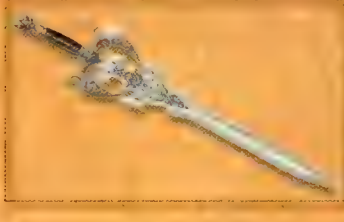
NAME	STABBING Damage	SLASH'N' THRUST Damage	BLUDGEONING Damage	PRICE
Claymore (Two-Handed)	-	1158 - 1514	-	8,632
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	55	57	60	9

Swords

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Flamberg (Two-Handed)	-	1158-1514	-	8,832
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	55	37	40	6

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Avaquar	-	794 - 1191	-	6,569
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	40	42	45	5

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Valermoos	-	794 - 1191	-	6,569
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	40	42	45	5



NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Sword of Fate	-	794 - 1191	-	6,569
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	40	42	45	5

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Serpent Sword	-	880 - 1521	-	7,280
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	40	42	46	5

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
The Dragon's Jaw	-	880 - 1521	-	7,280
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	40	42	46	5

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Exotic Hatchet	-	880 - 1521	-	7,280
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	40	42	46	5

Halberds and Lances

Halberds and Lances are so long that you have to use two hands to use them effectively. The number of damage points you mete out to your opponent with halberds and lances depends on the type used and whether you stab or bludgeon the enemy with it.

Halberds are great if you don't fancy letting an adversary get too close to you (some of these monsters have really bad breath, unwashed feet, etc. :-)... but where halberds really come into their own is when you're up against a rider.

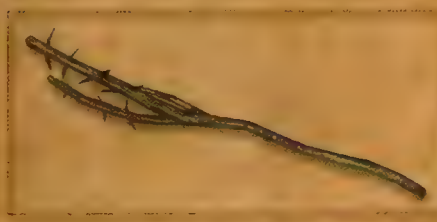
NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Wooden Stave	-	-	13 - 17	116
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	3

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Large Wooden Stave	-	-	13 - 17	116
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	3

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Spiked Stave	-	-	13 - 17	116
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	3

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Large Spiked Stave	-	-	33 - 43	267
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	3

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Tridented Stave	-	-	33 - 43	267
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	3



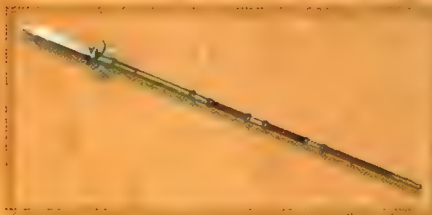
NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
The Destroyer Stave	-	-	33 - 43	267
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	3

Halberds and Lances

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Basic Spear	26 - 78	10 - 42	-	531
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	7	6	-	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Hooked Spear	26 - 78	10 - 42	-	531
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	7	6	-	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
War Spear	26 - 78	10 - 42	-	531
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	7	6	-	5



NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Battle Spear	42 - 126	17 - 67	-	849
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	7	6	4	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Spear of Anger	42 - 126	17 - 67	-	849
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	7	6	4	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Crimson Spear	42 - 126	17 - 67	-	849
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	7	6	4	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
3-Prong Pitchforks	122 - 245	-	-	1 - 210
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	12	10	7	4

Halberds and Lances

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
4-Prong Pitchfork	177 - 245	-	-	1,720
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	14	10	7	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
5-Prong Pitchfork	191 - 263	-	-	1,720
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	14	10	7	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Partisan's Pitchfork	165 - 228	-	-	1,615
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	14	10	10	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ranseur	165 - 229	-	-	1,615
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	14	10	10	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Deadly Partisan's Pitchfork	165 - 229	-	-	1,615
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	14	10	10	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Lucerne Hammer	45 - 65	215 - 298	-	2,125
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	17	16	15	5

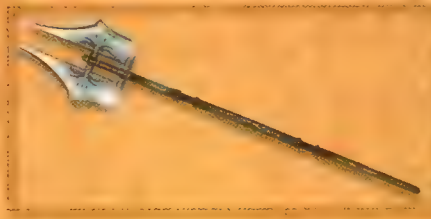
NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Long-bladed Bill	45 - 65	215 - 298	-	2,125
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	17	16	15	5

Halberds and Lances

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Double-Sickle Fill	53 - 85	215 - 298	-	3,125
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	17	15	13	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Zombies' Downfall	53 - 107	267 - 373	-	4,655
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	17	15	16	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Dreamers' Downfall	53 - 107	267 - 373	-	4,655
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	17	15	16	5



NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Double Fill	53 - 107	267 - 373	-	4,655
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	17	15	16	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Halberd	150 - 195	260 - 391	-	5,240
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	22	20	19	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Double-bladed Halberd	150 - 195	260 - 391	-	5,240
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	22	20	19	6

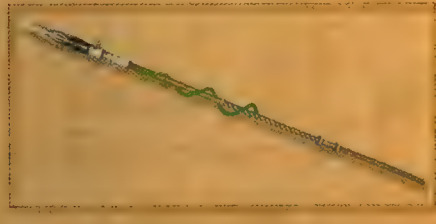
NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Forgiver	150 - 195	260 - 391	-	5,240
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	22	20	19	6

Halberds and Lances

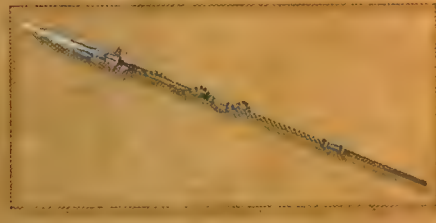
NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Long Killer	156 - 234	312 - 468	-	5,878
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	22	28	22	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Bill Hook	156 - 234	312 - 468	-	5,878
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	22	28	22	6

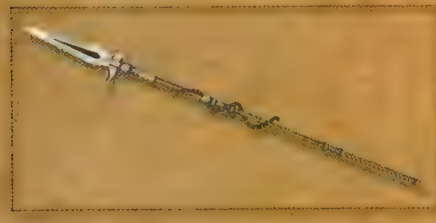
NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Sickled Bill Hook	156 - 234	312 - 468	-	5,878
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	22	28	22	6



NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ornamented Spear	230 - 690	92 - 368	-	4,371
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	27	25	25	7



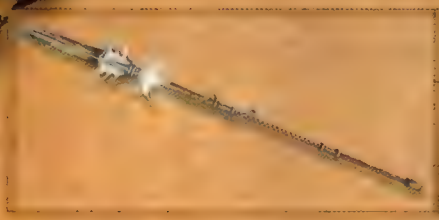
NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Hooked Parrying Spear	230 - 690	92 - 368	-	4,371
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	27	25	25	7



NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Serpents Spear	230 - 690	92 - 368	-	4,371
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	27	25	25	7

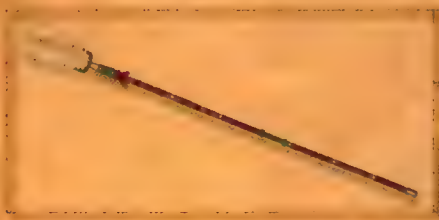
NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Yalnaloth's Revenge	268 - 803	107 - 428	-	5,316
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	27	25	26	7

Halberds and Lances



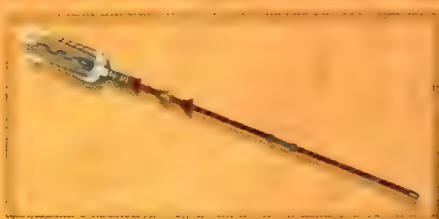
NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Hunter's Downfall	268 - 805	107 - 428	-	5,516
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	27	25	28	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ornamented Hooked Partyng Spear	268 - 805	107 - 428	-	5,516
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	27	25	28	7

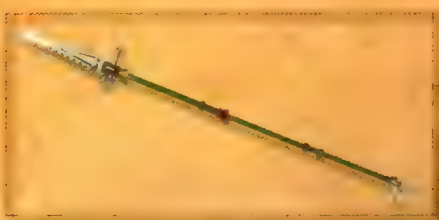


NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Noble Attack Pitchfork	616 - 1232	-	-	6,116
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	32	30	31	8

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Noble 3-Prong Pitchfork	616 - 1232	-	-	6,116
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	32	30	31	8



NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Noble 3-Prong Pitchfork	616 - 1232	-	-	6,116
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	32	30	31	8



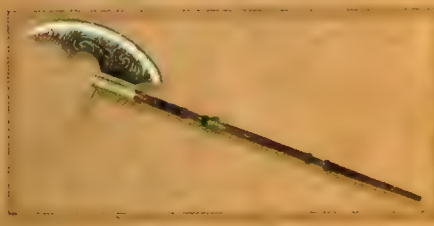
NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Glorious Partisan	702 - 1404	-	-	6,967
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	32	30	34	8

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Glorious Ranseur	702 - 1404	-	-	6,967
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	32	30	34	8

Halberds and Lances

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Noble Partisan	702 - 1404	-	-	6,967
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	52	50	34	8

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Noble Killer	159 - 317	794 - 1111	-	7,875
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	57	55	37	9

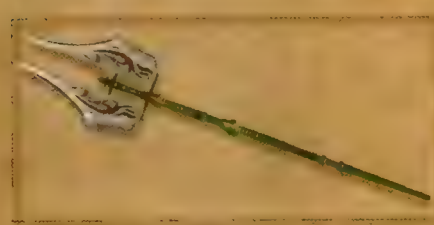


NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Ornamented Noble Killer	159 - 317	794 - 1111	-	7,875
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	57	55	37	9

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Double Sickled Pike	159 - 317	794 - 1111	-	7,875
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	57	55	37	9

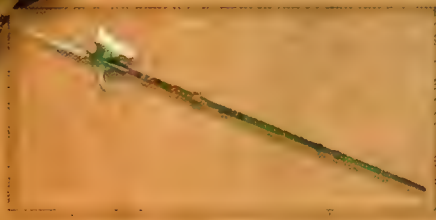
NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Ornamented Death	178 - 356	891 - 1247	-	8,832
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	57	55	40	9

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Magnificence	178 - 356	891 - 1247	-	8,832
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	57	55	40	9

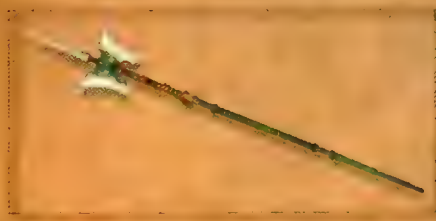


NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
The Wonder Weapon	178 - 356	891 - 1247	-	8,832
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	57	55	40	9

Halberds and Lances

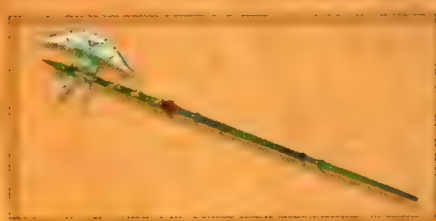


NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Victory	597 - 596	794 - 1191	-	9,845
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	42	40	45	10



NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Indomitable	597 - 596	794 - 1191	-	9,845
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	42	40	45	10

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Revenge	597 - 596	794 - 1191	-	9,845
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	42	40	45	10



NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Awesome Axe	440 - 660	880 - 1321	-	10,911
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	42	40	46	10

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Ornamented Bill Hook	440 - 660	880 - 1321	-	10,911
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	42	40	46	10

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Glorious Bill Hook	440 - 660	880 - 1321	-	10,911
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	42	40	46	10

Axes

Axes are superlative weapons for fighting various kinds of opponents, because you can slash'n'thrust with them AND use them as bludgeoning weapons - and, of course, Two Worlds has a range of one handed or two-handed axes ready for your eager hands. The type of blade on the axe is a decisive factor in the amount of damage points your enemy will incur. The very design of an axe also makes it ideal for doing one very important thing - getting rid of your opponent's shield.

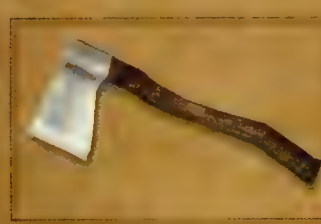
NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Plain Hatchet	-	1 - 6	2 - 5	50
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	3

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Slim Hatchet	-	1 - 6	2 - 5	50
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	3

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Small Hatchet	-	1 - 6	2 - 5	50
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	3

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Short Handled Hatchet	-	5 - 25	11 - 14	183
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	3

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Hatchet	-	5 - 25	11 - 14	183
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	3



NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Blood Seeker	-	5 - 25	11 - 14	183
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	3

Axes

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Bone Seeker	-	5 - 17	25 - 39	560
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	5	0	-	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Dwarf Seeker	-	5 - 17	25 - 39	560
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	5	0	-	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Thrugin's Help	-	5 - 17	25 - 39	560
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	5	0	-	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Double Axe	-	8 - 76	38 - 46	672
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	5	-	4	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Bonecrushing Axe	-	8 - 76	38 - 46	672
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	5	-	4	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Battle Axe	-	8 - 76	38 - 46	672
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	5	-	4	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Two-Handed Axe (Two-Handed)	-	49 - 146	73 - 97	1.232
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	10	8	7	5

Axes

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Heavy Two-Handed Axe (Two-Handed)	-	49 - 146	73 - 97	1,220
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	10	8	7	5

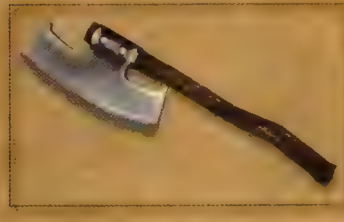
NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ice Skull Seeker (Two-Handed)	-	49 - 146	73 - 97	1,220
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	10	8	7	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Two-Handed Tomi (Two-Handed)	-	66 - 197	99 - 132	1,645
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	10	8	10	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Two-Handed Death Seeker (Two-Handed)	-	66 - 197	99 - 132	1,645
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	10	8	10	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Small Two-Hander (Two-Handed)	-	66 - 197	99 - 132	1,645
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	10	8	10	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Bearded Axe	-	71 - 192	86 - 117	1,221
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	10	13	4



NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Axe	-	71 - 192	86 - 117	1,221
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	12	13	4

Axes

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Strange Axe	-	21 - 192	96 - 117	1,421
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	14	15	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Small Killing Axe	-	27 - 240	120 - 147	1,775
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	16	16	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Large Killing Axe	-	27 - 240	120 - 147	1,775
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	18	16	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Broad Axe	-	27 - 240	120 - 147	1,775
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	20	16	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Labrys	-	53 - 293	147 - 179	2,165
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	20	22	19	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Heavy Labrys	-	53 - 293	147 - 179	2,165
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	20	24	19	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Ivoral Labrys	-	53 - 293	147 - 179	2,165
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	20	26	19	4

Axes

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ine Navand Tabar	-	59 - 351	176 - 315	2,691
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	20	28	22	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ine Randmaan Tabar	-	59 - 351	176 - 315	2,691
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	20	30	22	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ine Shaahin Tabar	-	59 - 351	176 - 315	2,691
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	20	32	22	4

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ine Cursed Seeker (Two-Handed)	-	184 - 552	276 - 368	3,371
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	35	34	25	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ine Death Bringer (Two-Handed)	-	184 - 552	276 - 368	3,371
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	35	36	25	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Two-Handed Murder (Two-Handed)	-	184 - 552	276 - 368	3,371
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	35	38	25	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Hero's Toothpick (Two-Handed)	-	214 - 642	321 - 428	5,316
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	25	40	28	7

Axes

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Wyrm Feller (Two-Handed)	-	214 - 642	321 - 428	5,316
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	25	42	28	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Torrential Two-Hander (Two-Handed)	-	214 - 642	321 - 428	5,316
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	25	44	28	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ornate Axe	-	62 - 554	277 - 369	4,082
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	30	46	31	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ornate War Axe	-	62 - 554	277 - 369	4,082
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	30	48	31	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Cold One	-	62 - 554	277 - 369	4,082
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	30	50	31	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Heavy Axe	-	70 - 632	316 - 386	4,650
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	30	52	34	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Sweet Death	-	70 - 632	316 - 386	4,650
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	30	54	34	6

Axes

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Sinew Seeker	-	70 - 632	116 - 880	4,650
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	50	56	24	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ornate Tabar	-	79 - 714	157 - 1216	9,404
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	55	58	37	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Orc Tabar	-	79 - 714	157 - 1216	9,404
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	55	50	37	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Tabar of the Light	-	79 - 714	157 - 1216	9,404
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	56	52	37	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Tabar of Deliverance	-	89 - 801	401 - 1490	5,894
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	55	64	40	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Black Legion Battle Axe	-	89 - 801	401 - 1490	5,894
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	55	60	40	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Double Header	-	89 - 801	401 - 1490	5,894
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	55	68	40	6

Axes

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Heavy Double Header (Two-Handed)	-	597 - 1191	596 - 794	9,845
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	40	70	45	10

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ornate Two-Handed Tomi (Two-Handed)	-	597 - 1191	596 - 794	9,845
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	40	72	45	10

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Eye of God (Two-Handed)	-	597 - 1191	596 - 794	9,845
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	40	74	45	10

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Groms Cutter (Two-Handed)	-	440 - 1321	660 - 880	10,911
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	40	76	46	10

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Double Death (Two-Handed)	-	440 - 1321	660 - 880	10,911
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	40	78	46	10

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Bloodtrail (Two-Handed)	-	440 - 1321	660 - 880	10,911
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	40	80	46	10

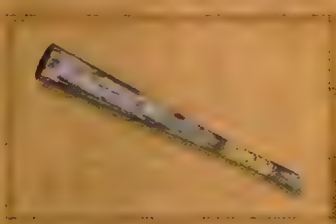
Clubs

If you're in a fight, clubs and staffs (long sticks) can be effective for bludgeoning your adversary.

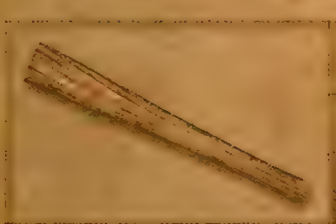
You should always have a bludgeoning weapon in your pack, especially for those horrible undead creatures - and if you've learned the skill properly, you can really stun your opponent with it - his defenses will then fall apart and you can go to town on him.

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Bludgeon of Blood	-	-	9 - 11	85
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	5

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Broken Skull	-	-	9 - 11	85
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	5



NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Broken Knee Club	-	-	9 - 11	85
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	5



NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Fluted Club	-	-	23 - 28	185
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	5

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
The Head Banger	-	-	23 - 28	185
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	5

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
The Wooden Equalizer	-	-	23 - 28	185
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	6

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Skull Bursters	-	-	47 - 57	360
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	8	0	-	5

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Studded Bludgeon	-	-	47 - 57	360
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	8	0	-	5

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
War Bludgeon	-	-	47 - 57	360
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	8	0	-	5

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
The Nobs	-	-	76 - 95	572
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	8	-	4	5

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Reinforced War Club	-	-	76 - 95	572
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	8	-	4	5

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
The Warlord	-	-	76 - 95	572
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	8	-	4	5

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
The Lord of the Bones (Two-Handed)	-	-	170 - 185	1,220
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	-	7	6

Clubs

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Ilic Brainbeater (Two-Handed)	-	-	170 - 195	1,210
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	-	7	6

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Skull Splitter (Two-Handed)	-	-	170 - 195	1,210
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	-	7	6

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Simple Heavy Club (Two-Handed)	-	-	230 - 263	1,645
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	-	10	8

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Kiss of Death (Two-Handed)	-	-	230 - 263	1,645
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	-	10	8

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Knobbed Heavy Club (Two-Handed)	-	-	230 - 263	1,645
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	15	-	10	8

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Heavy Hands (Two-Handed)	-	-	298 - 340	2,132
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	18	-	15	7

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Heavy Knobbed Mace (Two-Handed)	-	-	298 - 340	2,132
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	18	-	15	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Basic Beater (Two-Handed)	-	-	398 - 540	2,125
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	16	-	15	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Knotty Haughty (Two-Handed)	-	-	575 - 426	2,655
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	18	-	16	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Killing Blow (Two-Handed)	-	-	575 - 426	2,655
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	18	-	16	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Heavy Mace with Nails (Two-Handed)	-	-	575 - 426	2,655
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	18	-	16	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Adalbert's Blood	-	65 - 130	195 - 260	2,165
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	25	-	19	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Death Giver	-	65 - 130	195 - 260	2,165
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	25	-	19	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Aura of Death	-	65 - 130	195 - 260	2,165
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	25	-	19	5

Clubs

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Adalbert's Teeth	-	76 - 166	253 - 312	2,691
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	25	-	22	6

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Double Header Adalbert	-	76 - 166	253 - 312	2,691
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	25	-	22	6

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Dread Adalbert	-	76 - 166	253 - 312	2,691
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	25	-	22	6

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Skull Biter	46 - 136	-	272 - 314	3,063
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	28	-	25	6

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Horned Mace	46 - 136	-	272 - 314	3,063
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	28	-	25	6

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Flail Club	46 - 136	-	272 - 314	3,063
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	28	-	25	6

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Nailed Flail	54 - 161	-	276 - 332	3,549
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	28	-	28	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Skull Biter	54 - 161	-	575 - 482	3,349
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	28	-	28	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Tender Bender	54 - 161	-	575 - 482	3,349
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	28	-	28	6

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Slim Warhammer	-	-	554 - 678	4,082
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	53	-	51	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Sharp Warhammer	-	-	554 - 678	4,082
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	53	-	51	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Power	-	-	554 - 678	4,082
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	53	-	51	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Lord of the Warhammers	-	-	632 - 772	4,650
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	53	-	54	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Hidden Hammer	-	-	632 - 772	4,650
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	53	-	54	7

Clubs

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Dispute Settler	-	-	632 - 772	4,660
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	53	-	34	7

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ornate Morningstar	-	-	713 - 873	5,264
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	56	-	37	8

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Star of Death	-	-	713 - 873	5,264
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	56	-	37	8

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Gothic Warclub	-	-	713 - 873	5,264
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	56	-	37	8

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Slit One	-	-	801 - 980	5,894
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	58	-	40	8

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Needle Number	-	-	801 - 980	5,894
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	58	-	40	8

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ornamented Battle Mace	-	-	801 - 980	5,894
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	58	-	40	8

Clubs

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Ornate Seeker of All	-	-	894 - 1092	6,669
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	45	-	45	9

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Golden Warhammer	-	-	894 - 1092	6,669
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	45	-	45	9

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Noble Warhammer	-	-	894 - 1092	6,669
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	45	-	45	9

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Armor Opener	-	-	990 - 1211	7,280
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	45	-	46	9

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Mighty Mace	-	-	990 - 1211	7,280
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	45	-	46	9

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Noble Peddler	-	-	990 - 1211	7,280
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	45	-	46	9

Daggers

Daggers can be extremely effective weapons if you learn how to use them - and the Sneak mode is the ideal setting for them.

You can sneak up to your unsuspecting enemy from behind and send him on his way to permanent oblivion with a deep, stabbing blow.

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Horn Dagger	5 - 9	3 - 5	-	85
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Simple Dagger	5 - 9	3 - 5	-	85
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Dirty Dagger	5 - 9	3 - 5	-	85
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	7	-	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Hacking Dagger	15 - 25	5 - 10	-	185
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	10	-	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Sawing Dagger	15 - 25	5 - 10	-	185
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	12	-	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Daggered Death	15 - 25	5 - 10	-	185
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	14	-	1

Daggers

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Elegant Dagger	36 - 47	10 - 21	-	360
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	16	1	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Sabre Schambija	36 - 47	10 - 21	-	360
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	16	1	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Fire Shadow	36 - 47	10 - 21	-	360
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	20	1	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Tanto	43 - 76	17 - 34	-	572
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	22	4	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Kindschal	43 - 76	17 - 34	-	572
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	24	4	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Assassin's Delight	43 - 76	17 - 34	-	572
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	26	4	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Stiletto	61 - 109	24 - 49	-	819
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	28	7	1

Daggers

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Bronze Dagger	61 - 109	24 - 38	-	819
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	30	7	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Ellun Dschumbjja	61 - 109	24 - 38	-	819
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	32	7	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Gerhämmter Dolch	82 - 148	33 - 60	-	1.102
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	34	10	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Blade of the Jok'in	82 - 148	33 - 60	-	1.102
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	36	10	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Pronged Death	82 - 148	33 - 60	-	1.102
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	36	10	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Dwarf Dagger	106 - 192	43 - 86	-	1.321
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	40	15	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Beavertail Dwarf Dagger	106 - 192	43 - 86	-	1.321
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	42	15	1

Daggers

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Powerful Dwarf Dagger	106 - 192	45 - 85	-	1,421
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	44	15	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Bulky Brute	135 - 240	53 - 107	-	1,775
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	46	16	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Throgdin's Cudit	135 - 240	53 - 107	-	1,775
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	48	16	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Nancy Andy	135 - 240	53 - 107	-	1,775
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	50	16	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Curved Elven Dagger	165 - 295	65 - 130	-	2,165
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	52	19	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Bizarre Elven Dagger	165 - 295	65 - 130	-	2,165
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	54	19	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Death Unseen	165 - 295	65 - 130	-	2,165
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	56	19	1

Daggers

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Filigree Elven Dagger	195 - 351	78 - 156	-	2,691
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	58	23	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Powerful Elven Dagger	195 - 351	78 - 156	-	2,691
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	60	23	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Elven Death	195 - 351	78 - 156	-	2,691
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	62	23	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Winged Ritual Knife	230 - 414	92 - 184	-	3,053
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	64	25	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Deep Sting	230 - 414	92 - 184	-	3,053
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	66	25	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Ritual Blade	230 - 414	92 - 184	-	3,053
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	68	25	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Claw of Death	268 - 482	107 - 214	-	3,549
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	70	28	1

Daggers

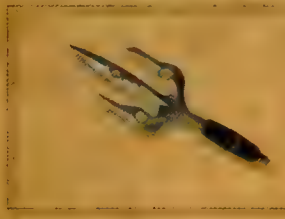
NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Sweet Dreams	268 - 482	107 - 214	-	5,649
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	72	28	1

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Fare Thee Well	268 - 482	107 - 214	-	5,649
	STRENGTH	DEXTERITY	REQ. LEVEL	WEIGHT
	-	74	28	1

Swordbreakers

The "Swordbreaker" is a distant relative of the dagger (and is just as effective in its own gentle way).

You hold it in your left hand, with a different weapon in your right - and when you've learned the appropriate skill, you can use the swordbreaker to destroy your adversary's weapon (it's every butcher's dream - meat to be carved!)



NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Swordbreaker	15 - 25	5 - 10	-	185
	STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	10	-	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Small Swordbreaker	23 - 70	17 - 24	-	577
	STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	10	4	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Swordbreaker of fortune	61 - 109	24 - 49	-	819
	STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	10	7	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Pro-Swordbreaker	106 - 192	35 - 85	-	1,211
	STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	10	13	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Destiny Shadows	165 - 295	65 - 130	-	2,165
	STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	10	19	1

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Minister's Murder	195 - 351	78 - 156	-	2,691
	STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	10	23	1

Bows

Any long-range combat fans out there? Then the bow and arrow is just the thing for you! OK, you can use this type of weapon right from the start - but it's better to learn special skills with the bow - they'll make you a much more effective archer.

Depending on the type of arrow used, you can mete out damage points in all three weapons categories (stabbing, slash'n'thrust, bludgeoning).

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Short Recurve	16	40m	250%	149
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	2

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Eaglewings	21	45m	150%	149
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	6	7	-	2

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Eaglewings Power	27	50m	100%	149
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	7	7	-	2

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
The Bow	40	40m	150%	350
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	8	10	-	2

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Long John	51	45m	100%	350
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	9	10	-	2

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Long John Power	61	50m	50%	350
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	10	10	-	2

Bows

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Sightbow	83	40m	-50%	705
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	5	12	-	3

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Bow of Darkness	104	45m	-	705
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	14	10	-	3

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Reinforced Bow	125	50m	+50%	705
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	16	15	1	3

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Small Reinforced Bow	116	45m	-	1,127
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	18	15	4	5

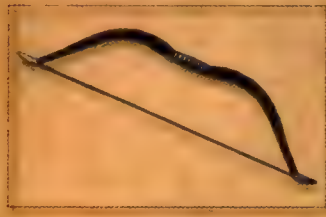
NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Plated Bow	168	50m	+50%	1,127
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	20	15	4	3

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Bamboo Flailed Bow	255	60m	+100%	1,127
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	22	15	4	3

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Composite Bow	170	45m	+50%	1,622
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	24	20	7	4

Bows

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Steel Bow	245	50m	+100%	1.622
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	26	20	7	4



NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Oak Bow	240	55m	+150%	1.622
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	18	20	7	4

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Acacia Bow	230	50m	+100%	2.188
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	30	25	10	4

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
The Glorious Bow	329	55m	+150%	2.188
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	33	25	10	4

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Jade Bow	461	60m	+200%	2.188
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	36	25	10	4

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Pine Bow	298	55m	+150%	2.825
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	39	30	13	5

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
Yew Bow	426	60m	+200%	2.825
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	42	30	13	5

Bows

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
	396	65m	250%	7,625
The Eyecatcher	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	45	55	10	5

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
	175	60m	200%	1,034
Airsplitter	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	45	40	15	5

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
	333	65m	250%	1,034
the bow of fate	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	55	40	15	5

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
	446	70m	300%	1,034
Wilsting Death	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	60	55	15	5

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
	33	50m	50%	350
The Horned Bow	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	8	7	-	3

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
	51	55m	-	350
Azrael's Bow	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	10	11	-	3

NAME	BOW STREGTH	RANGE	AIMING SPEED	PRICE
	60	60m	50%	350
Fanged Bow of Horn	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	15	15	-	4

Quivers

The quality of the arrows in your quiver is determined by the quiver itself.

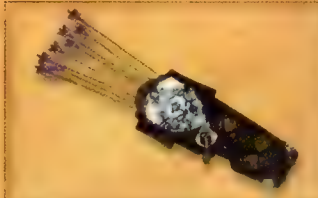
Quivers can also provide permanent values like strength, dexterity and willpower - so it's advisable to carry a good quiver with you at all times to benefit from these values – even for non-archers!

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Robust Quiver	8 - 12			149
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	2

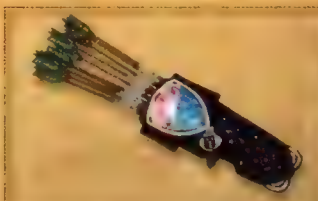
NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Leather Quiver	-	7 - 15	-	149
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	2

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Basic Quiver	-	-	9 - 11	149
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	-	-	2

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
"Silver shield" Strong Quiver	20 - 30	-	-	550
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	9	-	2



NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
"Patterned shield" Strong Quiver	-	18 - 33	-	550
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	10	-	2

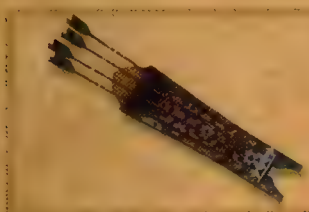


NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
"Blue'n'Red" Strong Quiver	-	-	23 - 28	550
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	11	-	3

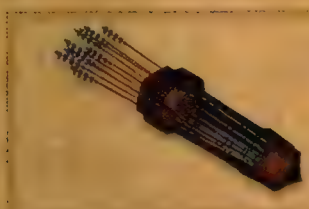
Quivers

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
'The Eagle' Quiver	21 - 63	-	-	705
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	12	1	3

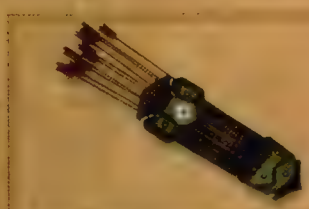
NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
'The Hawk' Quiver	-	30 - 88	-	705
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	13	1	3



NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
'The Falcon' Quiver	-	-	37 - 87	705
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	14	1	3

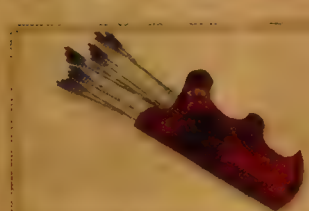


NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Open Quiver	67 - 101	-	-	1.127
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	15	1	3

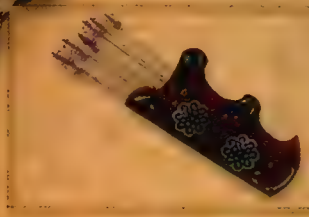


NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Hunter's Quiver	-	59 - 108	-	1.127
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	16	1	3

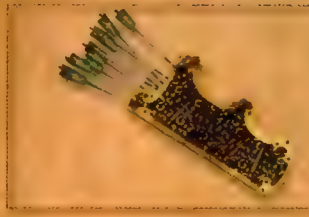
NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
'The Buzzard's Eye' Quiver	-	-	70 - 93	1.127
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	17	7	3



NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
'The Noble' Quiver	97 - 140	-	-	1.972
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	18	7	3



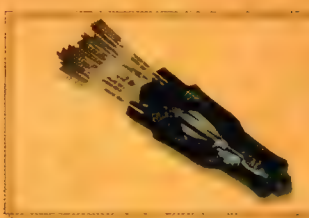
NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Red Beauty Quiver	-	85 - 158	-	1,822
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	16	7	4



NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
Yellow Beauty Quiver	-	-	109 - 134	1,822
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	20	7	4

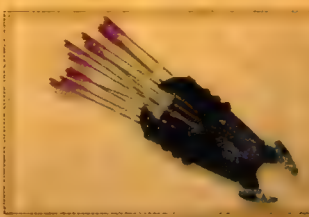
NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The Work of Art	152 - 197	-	-	2,188
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	21	10	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The "Joy to Behold"	-	115 - 211	-	2,188
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	22	10	5



NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The "Thing of Beauty"	-	-	148 - 181	2,188
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	25	10	5

NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The "Brown Claw" Quiver	170 - 265	-	-	2,825
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	24	15	5

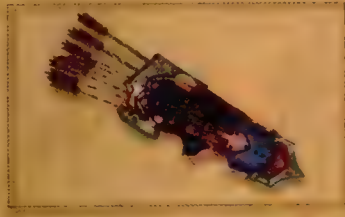


NAME	STABBING DAMAGE	SLASH'N'THRUST DAMAGE	BLUDGEONING DAMAGE	PRICE
The "Dark Claw" Quiver	-	149 - 277	-	2,825
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	25	15	5

Quivers

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
The Green Claw Quiver	-	-	[illegible]	[illegible]
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	26	13	6

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
Enchanted Quiver	215 - 230	-	-	3,534
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	47	16	6



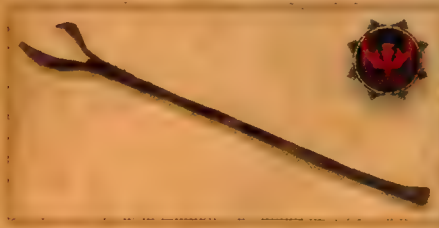
NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
The Amber Quiver	-	187 - 210	-	3,034
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	28	16	6

NAME	STABBING Damage	SLASH'N'THRUST Damage	BLUDGEONING Damage	PRICE
The Magnificent Quiver	-	-	240 - 265	3,034
	REQ. STRENGTH	REQ. DEXTERITY	REQ. LEVEL	WEIGHT
	-	28	16	6

Magic Staffs

Besides the run-of-the-mill magic wands, you also have a whole series of special magic wands and staffs which are used in the five schools of magic.

Of course you can use these staffs to maul your opponent - after all, they're built for clobbering - but they can also mete out magical damage points as well!



NAME	COLD DAMAGE	FIRE DAMAGE	INCREASES MAGIC	POISON DAMAGE	PRICE
Apprentice staff	-	20	+1	-	115
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
5	Fire	-	1	+60	2

NAME	COLD DAMAGE	FIRE DAMAGE	INCREASES MAGIC	POISON DAMAGE	PRICE
Fire staff	-	60	+2	-	340
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
17	Fire	10	3	+120	3

NAME	COLD DAMAGE	FIRE DAMAGE	INCREASES MAGIC	POISON DAMAGE	PRICE
Blaster staff	-	90	+3	-	490
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
33	Fire	20	5	+250	5

NAME	COLD DAMAGE	FIRE DAMAGE	INCREASES MAGIC	POISON DAMAGE	PRICE
Master staff	-	170	+4	-	850
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
45	Fire	35	10	+500	5

NAME	COLD DAMAGE	FIRE DAMAGE	INCREASES MAGIC	POISON DAMAGE	PRICE
Demiurge Staff	-	261	+5	-	1,300
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
66	Fire	50	15	+1000	4

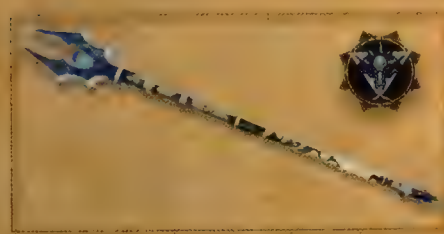
NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Apprentice staff	20	+1	-	-	115
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
5	Water	-	1	+60	2

Magic Staffs

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Water Staff	66	+2	-	-	340
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
17	Water	10	5	+120	3

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Senior Staff	88	+3	-	-	490
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
24	Water	20	6	+150	3

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Master Staff	170	+4	-	-	850
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
33	Water	35	10	+300	3



NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Archmage staff	361	+5	-	-	1,300
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
66	Water	50	15	+1000	4

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Apprentice staff	-	+1	30	-	115
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
9	Air	-	1	+30	2

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Air Staff	-	+2	66	-	340
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
17	Air	10	5	+120	3

Magic Staffs

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Senior Staff	-	+5	98	-	490
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
24	Air	30	6	+250	5

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Master Staff	-	+4	170	-	850
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
35	Air	50	10	+350	6

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Archmage Staff	-	+3	261	-	1,305
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
65	Air	50	15	+1000	4

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Apprentice Staff	-	+1	-	-	115
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
16	Earth	-	1	+60	2

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Earth Staff	-	+2	-	-	340
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
63	Earth	10	3	+120	3

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Senior Staff	-	+3	-	-	490
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
72	Earth	20	6	+250	5

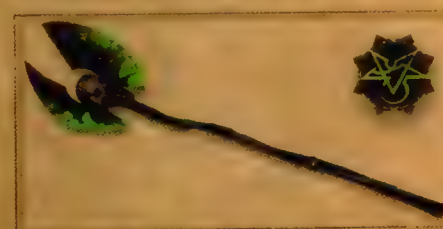
Magic Staffs

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Master Staff	-	+3	-	-	850
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
415	Earth	55	10	+500	5

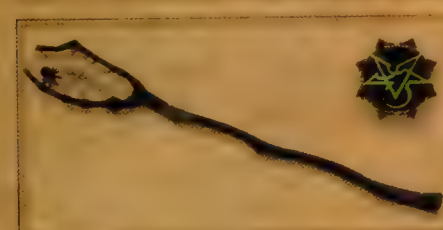
NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Archmage Staff	-	+5	-	-	1 500
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
526	Earth	50	15	+1000	4

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Apprentice Staff	-	-	4	30	110
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
5	Necro	-	1	+50	2

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Necro Staff	-	-	24	60	240
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
17	Necro	10	3	+150	3



NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Demon Staff	-	-	25	98	430
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
24	Necro	20	6	+250	3



NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Master Staff	150	-	44	179	850
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
45	Necro	55	10	+500	5

NAME	COLD DAMAGE	INCREASES MAGIC	ELECTRIC DAMAGE	POISON DAMAGE	PRICE
Archmage Staff	-	-	76	261	1 500
BLUDGEONING DAMAGE	MAGIC SCHOOL	REQUIRED WILLPOWER	REQUIRED MAGIC	MANA	WEIGHT
65	Necro	50	15	+1000	4

A

A Dead Wife (Qudinar)	159	Side Quest
A Delicate Issue (Excavations)	56	Side Quest
A Deserting Soldier (Western Camp)	151	Side Quest
A Dragon Scale (Tharbakin)	46	Side Quest
A Final Strike (Karga Camp)	62	Side Quest
A Paid Murder (Northern Border)	71	Side Quest
A Problem with Scapulari (Clovelly)	90	Side Quest
A Spark in the Darkness (Southern Border)	195	Side Quest
A Traitor in the House (Excavations)	60	Side Quest
A Troubled Horse Breeder (Komorin)	40	Side Quest
Against Astrology (Cathalon)	119	Side Quest
Against the Living (Southern Border)	194	Side Quest
Air Element Stone	24	Main Quest
Alcohol Shortage (Tharbakin)	44	Side Quest
Alcohol Trail (Western Thalmont)	76	Side Quest
An Ogre in the Windmill (Windbreak)	131	Main-Sub-Quest
Another Personal Teleport (Komorin)	39	Side Quest
Another Strange Delivery (Qudinar)	166	Side Quest
Antaloor's Salvation	28	Main Quest
Anti-Taint Device for Food (Cathalon)	116	Side Quest
Arrow Maker (Cathalon)	112	Side Quest
Arrows for Rigwell (Cathalon)	113	Side Quest

B

Bandits' Hideout (Excavations)	59	Side Quest
Betray the Lovers (Clovelly)	98	Side Quest
Black Magic (Northern Border)	73	Side Quest
Black Shadow (Four Stones)	105	Side Quest
Breaking a Will (Western Thalmont)	77	Side Quest
Bring Me More Taint - One Last Time! (Western Thalmont)	81	Side Quest
Bring Me More Taint (Western Thalmont)	81	Side Quest
Bring Me Some More Taint (Western Thalmont)	81	Side Quest
Bring Me Some Taint (Western Thalmont)	90	Side Quest
Brumhill Village (Komorin)	36	Side Quest
Burglars Downstairs! (Qudinar)	156	Side Quest
By Any Means (Komorin)	37	Side Quest

C

Captain's Message (Windbreak)	139	Side Quest
Caravan (Windbreak)	134	Main-Sub-Quest
Check Up on the Guard's Brother (Northern Border)	70	Side Quest
Clear Out the Cave (Western Thalmont)	79	Side Quest
Clear the Glade for Ashmohar (Southern Border)	198	Side Quest
Clear the Poet's Old House (Ashos)	184	Side Quest
Clearing the Forest (Ashos)	177	Side Quest
Collapsed Gold Mine (Excavations)	60	Side Quest
Collecting Evidence (Karga Camp)	64	Side Quest
Contacting the Magic Dust Dealer (Ashos)	179	Side Quest
Crowded with Refugees (Cathalon)	126	Side Quest
Crystal Search (Drak'Ar Desert)	191	Side Quest

D

Deliver a Letter (Eastern Camp) ..... 145 Side Quest
Deliver the Magic Device to GorGammar (Southern Border) ..... 199 Side Quest
Donation (Four Stones) ..... 103 Side Quest
Drying Sources (Karga Camp) ..... 64 Side Quest

E

Earning Trust (Tharbakin) ..... 49 Side Quest
Earth Element Stone ..... 14 Main Quest
Earth Element Stone - Capt. Ran Hograd ..... 14 Main-Sub-Quest
Earth Element Stone - Mayor Gordar ..... 16 Main-Sub-Quest
Extortion (Komorin) ..... 41 Side Quest
Eye for an Eye (Karga Camp) ..... 63 Side Quest

F

Find a Necromancer's Spell (Qudinar) ..... 158 Side Quest
Find a Necromancer's Staff (Qudinar) ..... 162 Side Quest
Find a War Hero (Qudinar) ..... 161 Side Quest
Find Hoko (Ashos) ..... 171 Side Quest
Find Hoko's Sister (Ashos) ..... 172 Side Quest
Find My Compass (Clovelly) ..... 88 Side Quest
Find Necromancers (Qudinar) ..... 157 Side Quest
Find the Reason for Yatholen's Anger (Clovelly) ..... 91 Side Quest
Find the Scholar (Ashos) ..... 185 Side Quest
Fire Element Stone ..... 21 Main Quest
Fire Element Stone - Combat on All Fronts ..... 21 Main-Sub-Quest
Fire Element Stone - The Big Bang ..... 23 Main-Sub-Quest
Fisherman's Problem (Clovelly) ..... 87 Side Quest
Follow the Thief (Western Thalmont) ..... 78 Side Quest
Forgotten Lore (Northern Border) ..... 67 Side Quest
Friend's Favor (Excavations) ..... 58 Side Quest

G

Get Back My Letters (Ashos) ..... 183 Side Quest
Get Back the Family Heirloom (Qudinar) ..... 165 Side Quest
Get Rid of the Greedy Sister (Ashos) ..... 174 Side Quest
Good Business (Cathalon) ..... 129 Side Quest
Greston's Request (Clovelly) ..... 89 Side Quest

H

Hidden Treasure (Qudinar) ..... 155 Side Quest
Hunt Down the Mage-Turned-Necromancer (Qudinar) ..... 163 Side Quest
Side Quest

I

I Am the Real One! (Four Stones) ..... 101 Side Quest
I Am the Real One! (Windbreak) ..... 143 Side Quest
Insect Egg (Windbreak) ..... 142 Side Quest
Isa (Karga Camp) ..... 65 Side Quest

J

Jackal Attack (Drak'ar Desert) ..... 192 Side Quest

L

Look in the Temple (Ashos) ..... 186 Side Quest
Lost Armor (Western Camp) ..... 152 Side Quest

M

Magic Dust Trading (Ashos) ..... 180 Side Quest
Meaning Business (Cathalon) ..... 118 Side Quest
Medicine for the Mayor (Ashos) ..... 176 Side Quest
Mind the Trap (Eastern Camp) ..... 149 Side Quest
Missing Staff (Tharbakin) ..... 45 Side Quest
Moon Eye (Komorin) ..... 35 Side Quest
More Magic Dust Trading (Ashos) ..... 181 Side Quest
More Rope (Northern Border) ..... 74 Side Quest

O

On the Trail of the Ring (Clovelly) ..... 97 Side Quest
Orc Camouflage Armor (Cathalon) ..... 127 Side Quest
Orc Catapults (Cathalon) ..... 117 Side Quest
Orcish Prophecy (Four Stones) ..... 106 Side Quest

P

Pak'mun's Potion (Drak'ar Desert) ..... 189 Side Quest
Pay for Permission (Cathalon) ..... 128 Side Quest
Peace Between Brothers (Cathalon) ..... 125 Side Quest
Personal Teleport (Komorin) ..... 38 Side Quest
Playing with Hope (Excavations) ..... 55 Side Quest
Public Enemy (Four Stones) ..... 107 Side Quest

R

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